IGN64.com

N64

THE MAGAZINE

THE LEGEND OF
ZELDA
OCARINA OF TIME

Eight Pages of Tips, Tricks and Strategies

100 N64
Reviews Inside!

55 NEW GAMES PREVIEWED

Perfect Dark
Star Wars: Rogue Squadron
Turok 2: Seeds of Evil
Duke Nukem: Zero Hour
Gauntlet Legends
Quake 2 *and many more!*

22 RPGs Revealed
Hybrid Heaven
Ogre Battle 3
Quest 2 *and more!*

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RP
RATING PENDING
CONTENT RATED BY
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NINTENDO 64

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CONTENTS

ZELDA GALORE!

It's the biggest game of the year – and possibly the best game ever made. IGN64 takes an in-depth look at Nintendo's The Legend of Zelda: Ocarina of Time. Whether you're stuck in the game or you're just looking for some more stuff to drool over – we've got it all.

p.16

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STAR WARS: ROGUE SQUADRON

IGN64 spoke with the team responsible for LucasArts' latest venture into a galaxy, far, far away – Star Wars Rogue Squadron.

p.30

N64 RPGs

There are no RPGs on N64. There are no RPGs on N64. There... Hey, wait a second. One, two, three, four, five, six, seven, eight, nine, 10, 11, 12... There they are!

p.110
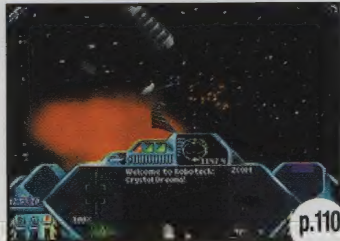
THE DEATH OF ROBOTECH

For many gamers, Robotech was the very reason why they bought the N64 in the first place. If you're still waiting for Crystal Dreams, we've got some bad news for you.

Cover Art By:
Terry Wolfinger

NEWS

MORE RALLY RACING

If Top Gear Rally left you unfulfilled and V-Rally isn't tickling your fancy either, you will be happy to hear that Imagineer is readying a rally racer of its own. **International Rally Championship** (IRC) dishes up four play modes (Arcade, Championship, Practice, and Multiplayer) and 10 international tracks, ranging from Germany to Brazil. Like it's biggest competitor, IRC will offer fully licensed vehicles (see box) as well as realtime daylight changes and weather elements. So far, no US publisher has stepped forward to claim the title, but we're sure a certain company starting with "O" and ending with "cean" is already on the ball.

IRC's Cars
Mitsubishi Lancer Evolution
Subaru Impreza WRC
Toyota Corolla
Nissan Almera
Ford Escort Cosworth
Proto Wira
Volkswagen Golf GTI
Skoda Felicia

CONKER FALLS TO '99 WITH BIG CHANGES

Rare's **Twelve Tales: Conker 64**, recently delayed to Q1 '99, is undergoing some "drastic changes," according to sources close to the British developer. The Conker team, unhappy with the game's similarities to **Banjo-Kazooie**, opted to do more than just make a few alterations and instead is re-working much of the title from the ground-up. It's possible that Conker's frighteningly cute gaze scared play-testers into an unrecoverable state of shock, forcing the team to make some changes. Exactly how the game will be affected by the re-work is not known.

Twelve Tales is the first 3D platformer to feature a cooperative multiplayer mode. We can't wait to see what Rare does with the game before its release next year.

We like to think that Conker's nauseating cuteness has something to do with the delay, but Rare is probably just adding fluffy koalas and talking rarebits.

POWERBOAT DEVELOPER JOINS N64 RANKS

Promethean Designs, the team behind Interplay's graphically impressive **VR Sports Powerboat Racing** (PC) has signed up as a Nintendo 64 developer. Although the UK developer is still quiet about which games it will bring to N64, a conversion of Interplay's boat racer is almost guaranteed. Look for Promethean's first 64-bit title as early as Summer '99.

FROGGER 64

An update to Hasbro's classic arcade game Frogger is underway for Nintendo 64. Dubbed simply **Frogger**, the game is said to be entirely different from the PlayStation remake of the same name. Exactly what developer is creating Frogger 64 is still unconfirmed, but Interactive Studios' (**Glover**) name has popped up in regards to the title on numerous occasions.

Frogger 64, like the PlayStation version, runs on a 3D polygonal-based engine and features a multiplayer mode that enables up to four gamers to have at it. It will be interesting to see how the classic gameplay transfers to the third dimension. A release date is not yet known.

BREAKDOWN

The current genre breakdown for all released N64 titles is as follows:

Sports: 26
Baseball: 3
Basketball: 5
Football: 5
Golf: 1
Ice Hockey: 5
Mixed sports: 1
Pool: 1
Soccer: 5

Racing: 24
Battle Racers: 3
Cyber Racing: 5
Car Racing: 12
Snowboarding: 3
Water Racing: 1

Action: 15
First Person: 7
Mixed Action: 8

Fighting: 15
3D Fighters: 9
2D Fighters: 3
Wrestling: 3

Platformers: 13
2D Platformers: 4
3D Platformers: 9

Puzzle Games: 3
2D Puzzle: 1
3D Puzzle: 2

Simulations: 4
Flight games: 2
TV Show: 2

Roleplaying: 1
RPG: 1

Strategy: 1
Board Games: 1

EIDOS GOES FOR TWO

Although **Tomb Raider** creator Core is working on more N64 projects, Eidos' second title for N64 will come courtesy of a different developer. Targeted squarely at the European market, **Michael Owen's World League Soccer '99** is currently being developed by Silicon Dreams.

With FIFA 99 and International Superstar Soccer already available on N64, Eidos won't have it easy.

MIDWAY SPIES N64

Game-maker Digital Eclipse is in development with **Spy Hunter Millennium** for N64. Based on the classic 1983 arcade game (see picture) developed by George Gomez and published by Bally/Midway, details surrounding the remake are still sketchy. However, IGN64 has learned that it will take place in full 3D utilizing a polygonal engine. The game, in typical **Spy Hunter** tradition, is expected to feature a number of various weapon-based vehicles for navigation on land, water and air. **Millennium** is scheduled for Q4 '99.

If you're a true gamer, you can't hear the Peter Gunn theme on the radio without starting to slowly push other drivers off the road...
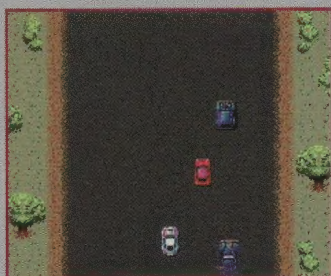
LOONEY SPRING

Infogrames told IGN64 that its first N64 game based on Warner's *Looney Tunes* would arrive in Spring '99. Developed in France, **Looney Tunes: Space Race** offers up to four players the ability to zoing, swoosh, crash, and vrooom ahead of each other in #@%$ rocket races. [We're sorry for that preceding sentence. We don't know who wrote it]. The game is still in its early development stages, but as you can see from these pictures, it's coming along quite well.

Space Race is only one of three Looney Tunes games slated to appear on N64 next year.

MICROCODE MADNESS

Access to Nintendo 64's microcode enables developers the ability to write straight to the hardware. The end result is much more efficient code that often fully exploits the power of the console. Only a handful of developers around the world have earned the right to use Nintendo's microcode. Developers with access to Nintendo's microcode include:

Nintendo • Rare • Iguana Iguana UK • Intermetrix Factor 5 • Utopia Technologies Boss Game • Probe Paradigm • Eurocom LucasArts • HAL

DRINKING BIRD ON DUAL HEROES

We asked IGN64's third editor, the Drinking Bird, for his opinion on Electro Brain's decision to bring Hudson's **Dual Heroes** to the US. His comment: "Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y"
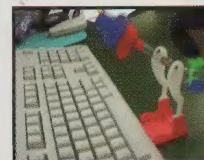
USA Top 20

Rank	Title	Publisher	Platform	Last
1.	WWF Warzone	Acclaim	PSX	2
2.	WWF Warzone	Acclaim	N64	-
3.	Banjo-Kazooie	Nintendo	N64	1
4.	NCAA Football 99	EA Sports	PSX	-
5.	GoldenEye 007	Nintendo	N64	7
6.	Gran Turismo	Sony	PSX	3
7.	Waialae Golf	Nintendo	N64	-
8.	Madden 99	EA Sports	PSX	-
9.	NFL Extreme	Sony	PSX	8
10.	Mission: Impossible	Infogrames	N64	4
11.	NFL GameDay 99	Sony	PSX	-
12.	Tekken 3	Namco	PSX	10
13.	Super Mario 64	Nintendo	N64	13
14.	Mario Kart 64	Nintendo	N64	14
15.	Mortal Kombat 4	Midway	N64	6
16.	Tomb Raider	Eidos	PSX	17
17.	Mortal Kombat 4	Midway	PSX	5
18.	Crash Bandicoot	Sony	PSX	18
19.	Road Rash 3D	EA	PSX	9
20.	F-1 World GP	Nintendo	N64	-

Source: NPD TRSTS Videogames, August 1998.

JAPANESE SEQUELS A-PLENTY

Konami, Epoch, Japan System Supply, and Atlus are all putting the finishing touches on sequels to their most popular N64 game franchises: **Mystical Ninja Starring Goemon, Doraemon, Chameleon Twist,** and **Snowboard Kids**, respectively.

Goemon 2 will take the series back to its roots, with old-fashioned 2D two-player gameplay. To give the game more visual depth, the backgrounds are all rendered in polygonal 3D, and like in the predecessor, players will also be able to hop into their giant Goemon Impact mech for 3D boxing matches.

Although **Doraemon** never made it out in the West (thank the Lord), **Doraemon 2** is already on the way. Like the first one, the game mixes 3D platform gameplay with some subtle adventure elements. Hopefully, the sequel will be more inspired.

Chameleon Twist 2 stars a redesigned Chameleon Kid and much better graphics, but the basic gameplay stays the same. Players need to use the main character's tongue to take out enemies and move from platform to platform.

Snowboard Kids 2 offers an improved graphics engine, higher speeds and all new tracks and weapons. Best described as **Mario Kart** in the snow, Snowbo 2 also offers four-player battles and trick attack modes.

NEWS BYTES
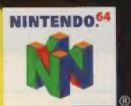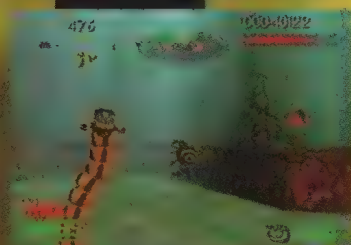
Telstar Assaults N64
European publisher/developer Telstar has announced that it will bring the Contra-like shooter Assault to N64. The game will reportedly feature a two-player co-op mode and spectacular explosions. Midway is expected to release the game in the US.

Capcom's Delayed Entry
According to Capcom Japan, the US branch of the company is still finalizing its licensing contract with the Walt Disney company to release Magical Tetris Challenge Featuring Mickey Mouse in the United States. If everything goes well, the charming puzzle game is expected to hit before the end of the year. Other Capcom N64 games are planned, but no details are known as of yet.

Fighters Destiny Returns
The relentless Japanese developer Imagineer is already working on the sequel to the enjoyable 3D brawler Fighters Destiny. The game will reportedly be a vast graphical improvement over its predecessor and feature fully interactive 3D arenas.

Capcom's Magical Tetris Challenge Featuring Mickey Mouse could be on store shelves before the end of '98.

TOP TEN

Nintendo Marketing Reasons why Cartridges are better than CDs.

10. If God wanted man to use CDs, he wouldn't have invented cartridges.

9. Disorienting round shape of CDs linked with numerous epileptic outbreaks.

8. Heavy plastic casing of cartridge perfect for building muscles.

7. Standard cartridge MIDIs safer than CD "devil music."

6. Load time leads to constipation and, in rare cases, death.

5. Razor sharp edges of CDs could accidentally decapitate unsuspecting gamers.

4. Reflecting sunlight off CDs can result in permanent blindness.

3. Charles Manson well-known CD advocate.

2. CDs made with skin of endangered animals.

1. Cartridges aren't just media storage, they're portable friends.

10

Blades of Steel in Spring
Konami has confirmed that it will release a 64-bit version of the classic hockey game, Blades of Steel, in early '99. Based on the ISS64 engine, Blades features four-player gameplay and a full NHL license. It will be followed by the '99 edition of NBA In the Zone. Let's hope Konami made many improvements to last year's most disappointing hoops game.

Vivid Samurai
Vivid Image, the company behind Ubi Soft's S.C.A.R.S is planning to create a sequel to its popular Amiga platformer, First Samurai. Set in fully 3D environments like Tomb Raider, the game is set to offer hand-to-hand combat as well as exploration. Vivid Image is still looking for a publisher.

The Sausage Boys Join
British-based Microtime is planning to join the ranks of N64 developers. The company's claim to fame: Animal – starring a walking salami. Hmmm, anyone else a little worried?

Star Soldier US-Bound
Electro Brain, the company desperate enough to release the above mentioned Dual Heroes in the US, has picked up a second Hudson title for release. Star Soldier: Vanishing Earth, the polygonal sequel to the classic overhead shooter is slated to hit stores before the end of the year.
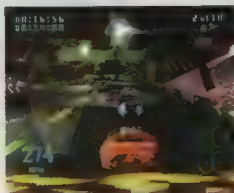
Midway Goes to War
Atari Games and Midway are working on a Quake-like arcade shooter for arcades and home consoles. Titled War: Final Assault, the game pits four players against each other in a variety of hi-tech arenas. In a departure from most shooters, War's soldiers can only carry one weapon at the time. For example, when you discover a flamethrower, you have to decide whether it's worth throwing your concussion missile launcher away, or not. Midway is looking into bringing the as of yet unfinished arcade shooter to the N64 in late '99.

Impossible Million
Ocean's Mission: Impossible has sold more than one million copies world-wide so far, making it one of the most successful third-party titles ever. The game has been on sale since July '98 and is expected to receive another healthy boost during the holiday season.

ASC Reconsiders Jeff Gordon Racer
Originally scheduled to arrive in 1999, ASC Game's futuristic Jeff Gordon Racing (surprisingly featuring NASCAR's Jeff Gordon) may never make it out on N64. The company has reexamined the viability of yet another racing game on the platform and will most likely focus on other genres first. ASC is reportedly in the works with at least two Nintendo 64 titles for '99.

Jeff Gordon Racing may never come out on N64.

Utopian Games
Utopia Technologies is well into development with a Nintendo 64 port of its PC game, Montezuma's Return. According to one source at Utopia, the finished product will push the console to its limits. Montezuma's Return is highly unique in that

it boasts a 3D "first-person" view, but isn't at all a first-person shooter. Rather, the game puts emphasis on action and exploring, much like Super Mario 64. The company is also in the works with at least one other title that, according to Utopia, uses a third-person view similar to that seen in Tomb Raider. Both games are scheduled for release in the latter half of '99.

Storm Warning
After finishing development of LucasArts' Star Wars Rogue Squadron, Factor 5 is now concentrating its efforts on the semi-sequel to its popular Turrican games. Tentatively titled Thornado, the game pits two players against hordes of evil aliens in 3D environments a la One. Factor 5 is currently negotiating with potential publishers.

Atomic Purple
Nintendo is offering a limited edition Atomic Purple Bundle. The package includes an N64 base unit (with gray controller) and an additional translucent purple controller, all for $129. The deal is good through December 31, 1998.

More From Eurocom
Eurocom Entertainment, now on the verge of wrapping up Duke Nuke: Zero Hour (pg. 65), won't be letting up any time soon. The UK-based developer is already in progress with multiple other N64 games. Among them is 40 Winks, a cute 3D platformer in the style of Super Mario 64 that sees players traveling through a number of "nightmare" worlds saving various winks, or entities that keep dreams safe. Eurocom also has three as of yet unnamed other titles in production that, unfortunately, it is still keeping a tight lid on. Here's betting at least one of them is a big name port of some kind.

Dragon Storm
Glover developer Interactive Studios seems to have run into a little bit of a brick wall with its latest title. The name of the game: Dragon Storm. The name of the wall: MGM. According to MGM, the company is not planning to enter N64 publishing any time soon. What does this mean for Interactive Studio's 3D hack'n'slash, originally slated to be published by MGM? A cancellation, perhaps, or a publishing deal with another company? We will let you know as soon as we hear the details.

Zelda Teaser
Nintendo is airing a 60 second "teaser" for its Legend of Zelda: The Ocarina of Time before movies across the US. The trailer is featured in more than 11,000 movie theaters. It runs from November 6 to December 3.

Ubi Gets Monaco
Ubi Soft has inked a deal that secures the company a five-year license on the famous Monaco F1 racing track for its upcoming sequel to F1 Racing Simulation. Now redubbed Monaco Grand Prix, the game features 16 (fictional) tracks and realistic Formula 1 racing for sim fans.

Acclaim All About 4MB
The publisher of Turok 2: Seeds of Evil recently told IGN64 that it plans to use Nintendo's 4MB Expansion pak with the majority of its future games. Key titles to utilize the extra RAM for added visual options (including a

DECODING PR TALK

What it Really Means:

Statement: "The game has been put on 'indefinite hold' while we iron out a few problems."

Real meaning: The game is dead and the development team has been fired. Company may also be preparing to declare bankruptcy.

Statement: "Our port of [enter name of game here] to N64 will take full advantage of the console's powerful hardware."

Real meaning: Exact copy of the original with blurry graphics and mono sound.

Statement: "Bear in mind that this game is only 10% complete. We've still got a lot of changes to make.".

Real meaning: 95% complete. Ready to ship in two weeks.

Statement: "We're going to add 16 new selectable characters, more than 28 levels, the ability to interact with everything, a four-player mode, and multiple endings."

Real meaning: Game is as good as canned.

Statement: "The AI still has a few bugs."

Real meaning: … and you'll be able to enjoy them at home because we ain't fixing them.

Statement: "…framerates drop a bit in multiplayer mode, but nothing serious."

Real meaning: Multiplayer mode is slower than the Golden Girls on Prozac.

640x480 high-resolution mode) include Shadowman, All-Star Baseball 2000, South Park 64 and Revolt. The memory will also be used for additional features such as an instant replay mode in ASB 2000.

Xena Double-Pack
Titus is planning not one, but two Xena: Warrior Princess games for N64. As previously reported, the first one will be a 3D action game in the vein of Tomb Raider, developed in-house by Titus. The second title, is to be coded by an outside developer, is a polygonal 3D fighter with weapons-based combat. Both games are slated for a late '99 release. A Hercules: The Legendary Journeys game is planned for the same time period.

Konami Gives Contra
Sources at Konami Japan finally confirmed that the company is working on a 64-bit installment in the acclaimed Contra series. The game will be developed in-house and feature 3D shooting action with dynamic camera movement and a two-player co-op mode. Konami of America has yet to make an announcement for a US release.

64D ELAYED OR DEAD?

Nintendo 64's promised add-on device hangs in limbo. Will it ever come out?

The **64DD**, Nintendo's CD combatant of sorts, has been a long time coming. The disk-based add-on device was first announced at Nintendo's "Shoshinkai" expo in 1996, at which time the big 'N' stated that it would be out by the end of 1997. Codenamed "Bulky Drive," the disk system was supposed to be a quick fix for a number of issues that drove developers like Square, Namco and Enix

NO SOFTWARE. NO SUPPORT. NO POINT. UNLESS THE DD OFFERS THE ABILITY TO TRAVEL THROUGH TIME (OR NINTENDO COMES UP WITH SOME KILLER GAMES), IT LOOKS LIKE NINTENDO 64 HAS LOST ITS DRIVE.

to the PlayStation. Fast disc access, coupled with more storage space, writability, and most importantly, a cheaper cost, was

supposed to attract more third-party developers and give Nintendo's designers the freedom to create exactly the games they wanted to make. But developers where unimpressed by the 64MB disk space limit and kept their wait-and-see attitudes. Not long afterwards, the DD suffered a delay to March '98. Months before the DD's projected March release date, Nintendo pushed back the device again, saying: "The 64DD is coming out in 1998. No firm date has been disclosed." The word was that the 64DD would definitely find its way into Japanese homes before the end of 1998. Since then, Nintendo announced one more delay for the device to summer

1999 in Japan. This is where we stand.

On the US front, the 64DD's future looks even less certain. Supposing the device ever does come out in America, it won't happen until it's proven successful in Japan. And then, of course, there is the question of whether or not the US really needs it. Whereas sales of Nintendo 64 games in Japan can best be described as poor, US sales are an entirely different story. Nintendo of America is enjoying phenomenal success with Nintendo 64, despite the cartridge format. To introduce an add-on device into the market could ultimately separate the user-base and confuse consumers. In other words, why fix it if it isn't broken? Nintendo of America chairman Howard Lincoln recently confirmed what Nintendo 64 owners had long suspected: "Our plans are somewhat indefinite in 1999 [regarding the 64DD], and we would point any fledgling developer to high megabyte cartridges rather than the 64DD."

Games once scheduled to be 64DD exclusives have been redesigned for the cartridge format. Nintendo's **Legend of Zelda: The Ocarina of Time**, now a 256 megabit (32 megabytes) cart, was once confirmed as a DD game. **Earthbound 64**, **Mario RPG 2** and Konami's **Hybrid Heaven** are just a few other titles that have made the jump from DD to cart.

Not all news is bad though. Reports from Japan suggest that Nintendo is planning to enhance the 64DD's storage space to 256 megabytes, (roughly half the size of today's CDs), possibly even larger, before the device's release next year. Supposing Nintendo actually manages to pull off a data storage medium comparable to CDs in size, it's not out of the question to assume that some developers, given the extra space to work with, will jump on the 64DD bandwagon. And one shouldn't forget that the first game to support the add-on has already been released: **F-Zero X**, when combined with an expansion disk, will offer more courses and even a track editor.

Everything said and done though, cart sizes are continuing to get bigger and the DD's advantage slimmer — and with new console systems on the horizon, most developers have lost interest in the add-on. Nintendo of America knows this, has bowed down to it and, judging from the company's current stance, looks to continue full speed ahead with the cartridge format. The 64DD may only weigh it down.

The DD won't be the first Nintendo add-on to be released in Japan only. The Famicon Disk Drive suffered a similar fate. How about those silver jackets, Nintendo...

"IT'S ALL IN THE WRIST."

[OR IN THE JUGULAR IF IT'S A QUICK DEATH YOU'RE GOING FOR.]

— Mace Daniels
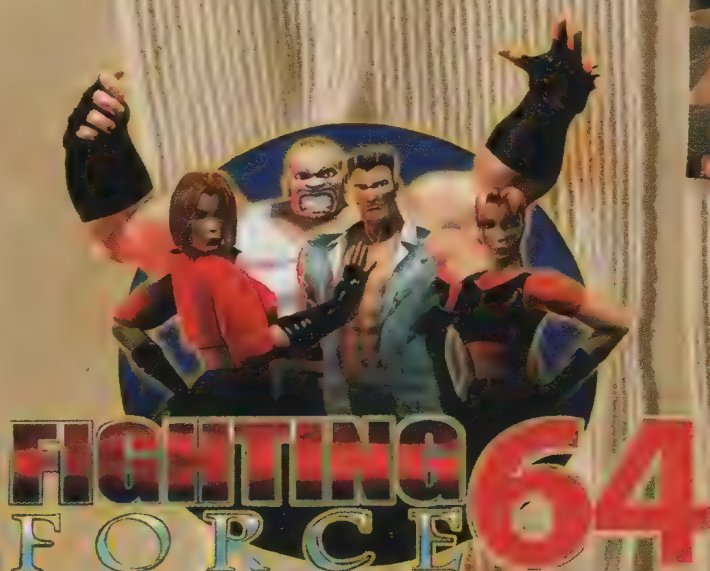
Publisher: Nintendo
Developer: Nintendo
Players: 1
Available: November '98

ZELDA

Not long ago, Square and Enix announced that the N64's cartridge format was not flexible enough to do their games justice. Along with the developers, millions of loyal Japanese RPG fans flocked to the PlayStation for their roleplaying kicks. Now, two years after the console's launch, the first major N64 RPG has finally arrived courtesy of Shigeru Miyamoto and a team of talented EAD staff. Luckily, The Legend of Zelda: Ocarina of Time – the first traditional action-RPG to hit the Nintendo 64 – is also one of the best games to date. For any system. The gameplay depth, graphic splendor and environment interaction is simply second to none. But since all this freedom also means that it's easy to get lost, we've decided to give you a few pointers to help you on your quest to save Hyrule.
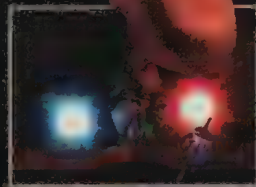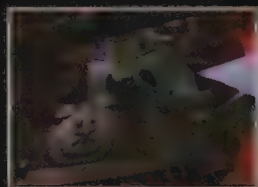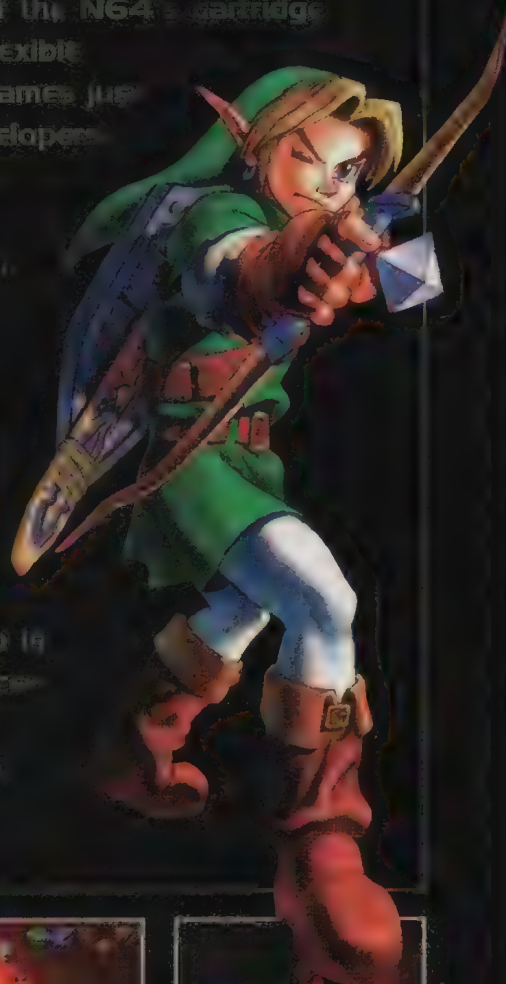
THE STORY

A Story of Three Links and Three Zeldas

There are numerous interpretations of how the different storylines of the Zelda games fit together. The most plausible — and most popular theory is that there is not one Link, but a lineage of Links throughout time, and history repeats itself. In telling the story of the Legend of Zelda, we woefully omit the legends told forth in the Philips CD-I titles, **Zelda's Adventure, Faces of Evil,** and **The Wand of Gamelon.** May the Triforce forgive Nintendo for those missteps.

The Ancient Myths

The Hylian scrolls tell the story of the mythical Gods who created the world and all its creatures and left behind a symbol of their power: *The Triforce.* Since its creation, treasure seekers have gone forth to find the ancient artifact and inherit its indescribable powers. Many tried, and many failed — so centuries later, the Triforce still remains hidden.

Ocarina of Time

The fifth chapter in the saga of Link and Zelda, Legend of Zelda: Ocarina of Time looks at the early days of the Saga of the

Control

If you're used to the camera in games like **Super Mario 64** or **Banjo-Kazooie,** you will no doubt be confused when you start to play the latest installment in the Zelda series for the first time. Most of the time, the camera follows Link, in a style similar to **Tomb Raider.** When you see an enemy or an object that interests you (or you're being attacked by an enemy), press and hold the Z button. This will bring up a cursor that locks on to your target. Now, as long as you don't press the Z button again, the camera will stay on your target, retaining its over the shoulder position. This enables you to circle your enemies and slash at them while side-stepping, back-flipping and shielding yourself from the onslaught (R

button). While you are locking on to a target, the screen will become slightly letterboxed to let you know that the target mode is active. To help you keep track of your attackers, Navi, your fairy will hover over the target's head and change color. Release the Z button at any time to break the target lock. The upper C button will let you either switch to an alternate camera angle (inside houses or cities), or zooms in to let you look around.

However, there are times when you cannot switch the camera, such as in the marketplace.

The attack system is a little more simple. Pressing A will make Link draw his sword. Press it again to slash at your enemy once. Press it three times to swing the blade from the bottom to the top. Press

jump and A to slash downward. Turn the 3D Stick in a circle to swing your sword over your head once. Press and hold A to charge your sword and make it glow, then unleash a nice helicopter slash that's sure to turn any stinking skeleton into a heap of bones.

The B button, on the other hand, is in charge of pretty much everything else. If you stand close to a ladder, the B button display at the top of the screen will change to *climb* or *descend,* if you run around freely, it will change to *jump,* stand next to a sign and it turns into *read,* and so on. Simply pressing the button will activate the function. Some of the available functions include *open, pull, push, check, talk* and *crawl.* There is also a nice auto-jump feature that prevents you from falling from platforms when attempting to leap across a crevice. Run toward a ledge at full speed, and you will jump.

It will take a while to get used to the lock-on camera system. You have to forget everything you learned about N64 camera control and learn to "Z" things
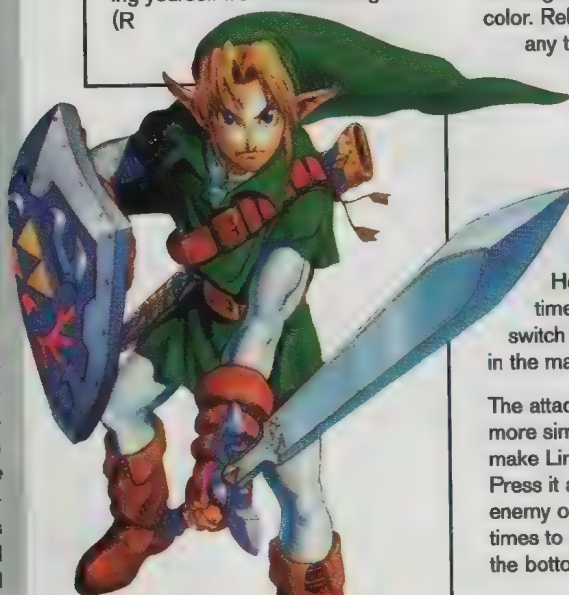
Projectile weapons offer a second control option. You can switch to a first-person perspective at the press of a button. However, sometimes it's easier to lock on than to manually zoom.

Take your time in the beginning and learn Link's various actions. You will need to be skilled at swinging your blade, because later opponents are not as forgiving. Locking on to enemies may seem foreign at first, but it is vital to fighting enemies in the later stages. Don't forget to use your shield.

— F. Scott Fitzgerald's wife's name was Zelda —

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Kokiri Village

The Village

Link starts out in Kokiri Village. Before you leave town, be sure to get acquainted with the complex gameplay controls first. Look around and try slashing signs in a variety of ways. The amount of work Miyamoto and Co. put in the game is evident in the smallest of details, so be sure to examine everything. There are plenty of things to discover in Kokiri Village. For starters, you should rack up enough crystals to be able to buy yourself a nice shield. Don't forget to check high grass and cut down bushes to get your hands on money. Have you tried charging your sword, standing in the middle of a few bushes and doing a roundhouse slash? In case you're looking for something more precious, you might want to try and find a way to get on top of the roof of the merchant's house. A heart awaits you.

Being Sociable

You should talk to every elf you see, whether they're annoying bullies or cute neighborhood greenheads. Until now, you have always walked up to people to talk to them in roleplaying games, right? Zelda 64 takes it a step further. You can lock on to people from far away. Once the *speak* option is displayed, you can already chat away, without stepping on peoples' toes. This is particularly handy when the person you want to talk to is out of reach, say, sitting above a door. Cool idea, Nintendo.

Remember those old RPGs where you had to sit down and draw maps just to keep you from getting lost? In Zelda 64, a small map overlay shows you exactly where you are.

The Lost Woods

What's Link's connection to Saria, the green-haired Kokiri girl? One thing is for sure, she knows of his mysterious quest. Be sure to come back to your home village in due time and speak to her. You will have to follow the sound of her flute and find her in the Lost Woods. No problem, right? You shouldn't ascend into the treacherous heights of Death Mountain without speaking to Saria first. The Lost Woods are also home to numerous extra challenges. Remember, shooting someone isn't always the best solution. Don't forget the power of music.
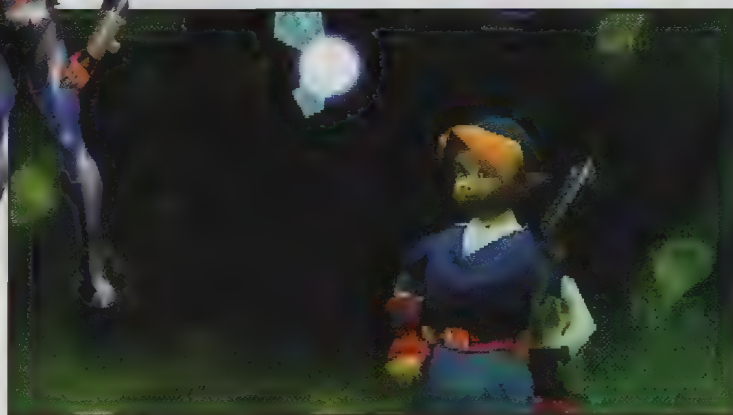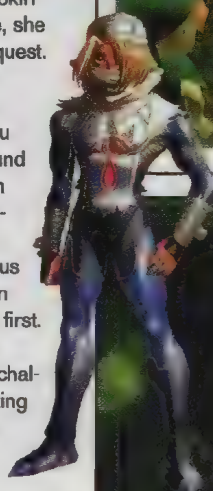
Next to Saria and Zelda, the mysterious Sheik plays a major role in Link's latest adventure. Cool outfit, too.

Triforce. A young Link sets out to follow a mysterious call, meets Zelda and her aide, Impa, in Hyrule Castle and inevitably runs into Ganondorf Dragmire, the evil thief who has set himself up as advisor to the King. Consumed by greed, Ganondorf and his band of thieves discover the coveted Triforce and turn Hyrule into a land of shadows. Link goes to sleep for seven years. After he wakes up a young man, he sets out to vanquish the King of Thieves and eventually thwarts him into the netherrealms of the Dark World. Peace returns to Hyrule. But for how long?

A Link to the Past

Many centuries after the events in Ocarina of Time, the land of Hyrule is once again plagued by the curse of Ganon. Together with Agahnim, who sets himself up as King of Hyrule, Ganon attempts to break the seal to the Dark World by kidnapping all descendants of the Seven Wise Men. Zelda, the only remaining descendant, sends out a telepathic message, which is heard by another young Kokiri — who not surprisingly goes by the name of Link. The young hero embarks on a journey to find three pendants and, reminscent of Arthur and Excalibur, draws the Master Sword from the stone to face Ganon. After he frees the seven descendants, Link finally defeats Ganon, a vile horned creature that only vaguely resembles the villain of old, Ganondorf.

The Deku Tree

Spiders Everywhere

The ancient tree sets up Link's latest journey. When you're done exploring the village, speak to the giant tree and free its wooden innards from Statula spiders. These skull-marked arachnids can be quite tricky to defeat until you discover their secret. Watch them for a while and you will notice how they flip over every few seconds. Use your sling shot to send them straight to spider hell. Inside the tree, you will also discover a very different breed of spider. Take out five of these and you will be rewarded in Kakariko Village later in the quest. Don't miss out!

Short dives

One of those nasty, spiked tree trunks is rolling at you. No doubt, you have discovered that jumping over obstacles is usually not an option in Zelda. Those bouncy antics are more at home in the platform worlds of Mario and Banjo than in the realm of Hyrule. Use your head — and your lungs. Even if Link can't dive very deep in the early hours of the game, those three seconds may be all you need to press those vital switches.

Spider Webs

Spider webs can be destroyed in two different ways. If you're having problems breaking the first web on the ground, climb all the way to the top of the tree and take a leap of faith. Later on, a strong kick won't get you very far. But fire will... Kill many plants so that you have plenty of sticks at your disposal, then find a way to light those sticks and burn the spider webs. While we're at the subject of plants. Those Dekubabas have a weak spot. Sideways slashing the stems is often a better idea than hacking at the heads.

It's Banjo-Kazooie! It speaks for Rare's designers that they came up with similar puzzles to Miyamoto and his team. Jump through the web.

Deku Nuts

Having a trouble defeating these elusive, nut-spitting nuisances? Perhaps attack is not always the best solution? Oh, and don't forget to remember the combination set forth by the treacherous Deku Nut. It could help you in case you meet a trio of these hostile fellows. 3-2-1? 1-2-3? 2-3-1? Don't bother telling your friends the combination. It's always different.

Tossing nuts? How annoying is that? You jump forward to attack, the guy hides. You quietly sneak up and attack, the guy hides. Aren't you man enough to stand up and fight! Are you talkin' to me? Are you talkin' to me? What a nut!

Gohma

Parasitic Armored Arachnid

You knew that falling down a hole in the middle of a dungeon usually doesn't mean anything good. But when you're finally face to face with Gohma, the nasty neon green spider creature, you know that you should have practiced how to use the slingshot for a while before dropping in on this guy. So what's the one distinguishing feature this spider has. Hmmm. Eye give up. Eye just can't figure it out. Eyetat is spider.

Parasitic Armored Arachnid
GOHMA

Link's Awakening
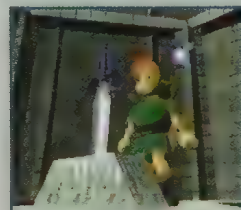
Only a few years later, Link embarks on a quest to hone his fighting skills and sharpen his wits. But the warrior's ship sinks in a vicious storm and Link is stranded on the tropical island of Koholint. After meeting a familiar bird and a young girl named Marin, Link breaks the spell of the island and awakens the mythical Wind Fish — only to find himself floating on a piece of driftwood. Link survives and settles in the land of Calatia.

Many generations later, a third boy by the name of Link is born of Arn and his wife Medila. Feeling the need for adventure in his blood, Link eventually leaves home and arrives at the familiar shores of Hyrule. There he helps an age-old woman — who goes by the name of Impa…

The Legend of Zelda

But the Hyrule young Link found was nothing like that of his ancestors. Zelda, again fallen into the clutches of Ganon, had broken the Triforce into eight pieces when she found that his evil forces had divided the artifact. So Link set out to free Zelda once again. With the help of the trusted silver arrow, Link again defeated Ganon in his latest form and rescued Zelda, reuniting — at least for the time being — the pieces of the Triforce.

Outer Hyrule

The Hyrule Fields

Don't believe the ancient fairy tales about Kokiri dying outside the confounds of their hometown. Once you have completed your objectives in town, gather all your belongings and leave to face your destiny. Remember, though: The wide open fields can be a treacherous place to be, especially at night, when you can't see everything ahead of you. If it looks like something you shouldn't mess with, leave it alone. Getting inside the outer castle walls is easy. Just wait till daylight breaks. The city awakens and the previously closed drawbridge will lower itself and let you in. Needless to say that just standing around and watching the sun set is more entertaining than working on a website. Hmmm, perhaps we won't update today...

Lon Lon Ranch

Lon Lon Ranch is home to Malon, Talon, and Ingo. Return to the stables of this secluded ranch later in the quest to learn the art of horseback riding and take on Ingo in a skillful race for money. The peaceful farm is well-known throughout the lands for its tasty milk, that manages to revoke the spirits and refresh the soul. Be sure to take a closer look at the stables. Push the boxes around to reveal a secret tunnel and examine the stony grounds under the hay to discover a hidden fountain. Lon Lon Ranch is your one chance to commence a valuable friendship with the young horse Epona. Perhaps the song of a certain girl could help? You know what to do.

The Heart of Hyrule

Market Place

The Hyrule Market is a lively place, but not many citizens actually take the time to speak with Link. Nevertheless, this is a great place to make money. Visit some of the shops and explore the alleys. There are plenty of mini-games to play in the market place. You can earn a lot of money practicing your aim at the shooting gallery or going bowling. Remember: Night and day play an important role in this latest Zelda adventure. If a shop's not open during the day, leave the city and come back later. But first, make your way into the castle to meet your destiny.

Ingo seems like a decent guy when you meet him for the first time. But come back later and you will find a very different man.

Rubees

Money comes in different colors in Hyrule. You will be able to get your hands on lots of green "rubees" when slaying an enemy, playing games, or cutting grass — but there is also a fairly quick way to rack in some dough when you're low. See that door in the picture below? Go inside and smash pots. It's perfectly legal — and those pots have a habit of returning to their original form.
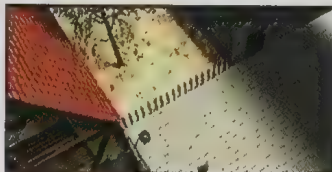
The Adventure of Link

The youthful hero of the age remained ever vigilant. Wherever Link roamed, he looked for signs of Ganon's return, for he could not believe that he had truly banished evil from the land. It happened that soon he found Zelda in dreamless sleep of enchantment. Battling a new foe, the powerful Thunderbird and even himself, Link finally brought back Zelda from the world of darkness, only to face Ganon yet again. The Triforce of Courage dwelt in Link's heart, and was the secret of his greatest power. Link's struggle with Ganon has not ended. No tale is told on how either was conquered. Perhaps the two never ended their struggle, and Ganon survived to terrorize the next hero in the Kokiri bloodline. Until that tale is told, we may never know of the fate of Hyrule.

For the full story, check out IGN affiliate **Zelda Headquarters** at http://www.zhq.com or drop by **Nintendojo** at www.nintendojo.com for the latest in Zelda features and fan art.

"Zelda" backwards is "Adlez"
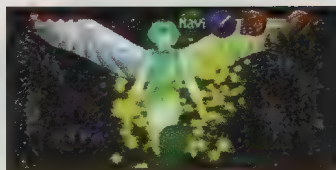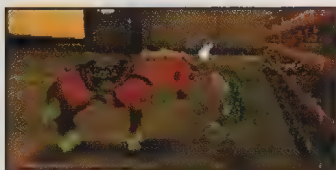
The way into the castle

Getting into the castle is easier said than done. A guard and an iron gate are blocking your way if you try to take the regular way in. Turn around and look for someone who could help you. Don't forget that Link can also climb up some walls. Look for vines and don't enter the castle until you've got a chicken. But not one of those live ones. Yeah, we know. Believe us, it will all fall into place in due time.

The key to not getting kicked out is staying out of the field of vision of the guards. Look around with the help of the Z button and C-Up to determine the positions of the guards. Move forward until the closest guards can't see you anymore, then move toward them. Be on the lookout for three stones close to a rock wall on the far right. They could be blocking the entrance to a cave of wonders. In case you played A Link to the Past – cut down some bushes for a little vision of a past, er, future entrance.

Explore every little alley and be sure to talk to every person you see.

Zelda, at last! Link and the elven princess finally meet face to face. The game will switch to a realtime cut-scene and... Enter Ganondorf.

Meeting Talon

Once you find the lazy farmer, wake Talon with the help of the chicken. Simply assign it to one of your yellow buttons and use it to give the sleeping Mario lookalike a nice little wakeup call. Once the way is clear, discover Link's ability to shift around boxes. This, and a running jump, should get you over the castle moat. The next bit is tricky. Problems getting by some of the guards? Come back another time, then. You need to actually leave the screen and wait till dawn outside.

Green Ninja

As soon as you get to the hedges, it's all about not being seen. Use your natural camouflage talents (you knew those green robes would come in handy) and stay out of the guards' eyes. Of course, this is easy for us to say – after all, we're masters of staying out of people's eyes, especially when we owe someone a freelance article – but try and play it safe. It's usually the best way. Don't be greedy.

When you finally meet Zelda, she will let you in on why you were summoned in the first place – and you will get a first glimpse of the ultimate evil, Ganondorf. The question is only, will he get a glimpse of you, as well?

The Little Village at the Foot of the Mountain

Kakariko Village

A familiar sight for fans of the series, Kakariko is Hyrule's romantic village by the river. Beyond the village, you will find Zora's Domain, a path leading to Death Mountain, and the ancient graveyard. Like so many places in Ocarina of Time, Kakariko Village is very different at night. Come back during the dark hours to find the town infested by spiders. Get rid of them to lift the spell of another family member of one of the local Kakariko citizens – but don't forget to visit them for your special, rumbling reward.

Graveyard

The local burial grounds house many secrets. Courageous tomb raiders may find more than they bargained for if they get a little too pushy. But who wouldn't risk a few heartbeats for a real shield, none of that wooden buckler stuff. At night, you will also run into the local gravedigger. He will unearth some long-lost treasures if you pay him well enough. And what secret does his little shack house? Patience. Kakariko wasn't built in one day.

Many places change significantly when you return at night. Kakariko is a good example. Also, once you discover new gadgets, such as the hook shot, be sure to come back.

Death Mountain Pass

You need the permit from Zelda to get past the soldier guarding the Death Mountain Pass. If you want some extra credit, pay a little visit to Hyrule's mask shop and give this stressed soldier something for his son. Wait a minute! We know those ears! Pika Pika.
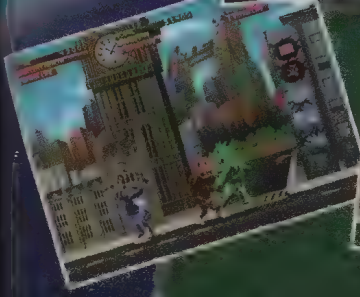
Death Mountain

Goron City

Not everything that looks like a stone is really stone. Talk to these rolling rock creatures for valuable clues and eventually get your hands on the power to lay bombs. You should explore every little corner of this underground town. Don't let the chief's mood swings turn you away. A little hint: A green melody will give the depressed Goron his groove back.

The Lava Caves

Molten rocks and steaming magma aren't the most passable terrain around, but the auto-jump feature goes a long way when trying to hop from platforms to solid ground. Once you know how to blow stuff up, always keep an eye out for those handy little bomb plants. If there is a plant around, chances are there's something to blow up. Learn how to throw the bombs, rather than laying them down. It prevents you from accidentally blowing yourself up.

Tektites, Lizards and Armos Knights, oh my!

If you haven't gotten used to it yet, we suggest practicing the lock-on camera moves. It is vital for your survival that you know how to keep a lock on an opponent. This is especially important when you are facing the lizard people. These quick and agile fighters usually attack in pairs and switch off when one of them is wounded. They also have a nasty habit of jumping over you, so lock on and back up against a wall. You can also shoot them with your slingshot. Tektites are quite easy to defeat and Armos Knights predictably hop after you until you surprise them with a little present. Bombs make great gifts. This applies to living creatures and those made of stone (with eyes that just beckon to be bombed)...

Tektites are flat little crabs that have a habit of popping up in the most desolate places. We once had a Tektite problem in our offices...

Dodongo

Rolling Dragon

Once you have convinced the Goron that you're the savior of Hyrule, face Dodongo, a rather unpleasant dragon with a nasty case of heart burn. Learn his patterns well. You should be save in corners once things start "a-rolling." Dodongo will also find bombs hard to swallow. Timing is crucial. Once the hulking dragon gets ready to give you a light, drop the bomb on him. From there, it's all in the wrist.

Dodongo may very well be one of the biggest bosses in Zelda 64. Too bad you have to kill him. He's probably a nice guy deep down in his fiery lungs.

Into the Waters

Zora's Domain

Legend of Zelda veterans will remember Zora, the keeper of the fins that let you swim in the rivers and lakes of Hyrule. In Link to the Past, Zora hopelessly overcharged Link and wanted a whopping 500 clams for the pair of old flippers. In case you haven't noticed: Ocarina of Time is different. You can already swim. So what secrets does Zora hold? A tip from us: Have Zelda's lullaby handy.

Lake Hylia

The gigantic lake in the South-West of the Hyrule Fields holds many secrets. It is here that you make contact with some new friends. You will also bump into a music-loving scarecrow, not to mention a whole lab full of secrets. And in case you're wondering what ever happened to the fishing game Nintendo once had in the works for N64 — it's all here. You would be well suited catching something big here, as well. Large fish from Lake Hylia possess a bit more than bragging value.

Water becomes increasingly important as you progress in Zelda 64. Meet Zora, then pay a visit to Lake Hylia.
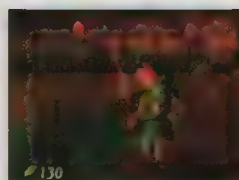
Welcome to the very first fishing RPG.

...and the legend continues — but now, you're on your own. From here, Link will descend into the waters, find himself in the belly of a giant beast, and finally go to sleep for a long, long time.

Still looking for more RPGs? Flip the page.

1999: The Year of the RPG?

If you have taken a look at the genre breakdown in our news section, you will no doubt have seen that the roleplaying (RPG) genre is, shall we say, slightly underrepresented on the N64. "Pathetic" is probably a better way to describe an RPG lineup that includes only one title, and not a very good one at that. Thankfully, things are about to change. Without much further ado, we give you the next — er, first — wave of N64 RPGs.

Hybrid Heaven

Publisher: Konami

Developer: KCEO

Available: March '99

It may look like **Metal Gear Solid**, but **Hybrid Heaven** is actually a very traditional roleplaying game at heart, complete with menu-driven battles and incredible fighting scenes. Set in the future, Hybrid Heaven casts players in the role of Johnny Slader, the leader of an elite troop of undercover agents. Trained in the ways of martial arts and weapons combat, Slader goes up against a hostile motley crew of mutating creatures, unleashed by a government experiment gone wrong.

The graphics in Hybrid Heaven are fully polygonal and resemble those of **Duke Nukem: Zero Hour**. In many ways, Hybrid is more than an RPG, engaging gamers in both action and turn-based combat that includes the use of weapons, fighting moves, and techniques that the player first has to learn. Players navigate through 3D buildings, sewers, and even a space station, use elevators and items,

and engage in fights with enemies. Conversations are all handled in realtime cut-scenes with written text. Although the battles are turn-based, meaning players select attacks and defensive moves from menus and sub-menus, the action all takes place in a single environment. Unlike in **Final Fantasy**, for example, Hybrid Heaves simply shifts the camera angles for the battle sequences, rather than switching to a completely different screen.

So far, Hybrid Heaven looks very promising. If Konami irons out some problems with the character animation and adds a riveting score and sound effects, Hybrid could very well become the RPG answer to Metal Gear Solid once it's finished.
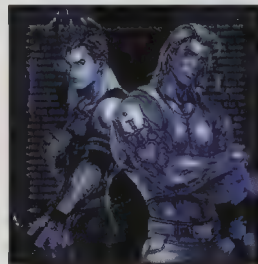
STORY

The story opens with the President of the United States being taken hostage by an unknown force. A spec ops team headed by Slader is sent in for a rescue mission and immediately becomes tangled up in a twisted plot of government conspiracy, cover-ups, and genetic experiments.

Searching through the industrial dredges of the nearly evacuated city, Slader finds that things have completely gone to hell. The results of a government-funded genetic experiment that took place on a space station have now arrived on Earth, and what was supposed to be the ultimate soldier is now the ultimate Frankensteinian horror, able to manipulate other life forms to do its bidding. Left in this experiment's wake are belligerent mutants that progressively evolve throughout the course of the game, gaining more beguiling physical characteristics as time moves forward.

Quest 2

Publisher: TBA

Developer: Imagineer

Available: Q4 '99

With THQ's **Quest 64** selling well in stores, it comes as no surprise that Imagineer already has a sequel in the works. Tentatively titled **Quest 2**, the roleplaying sequel introduces two playable main characters. If you don't want to play as Leohn, who resembles Brian from the first game, you can choose Sophia, a cheerful female sword fighter from the port town of Larwena. Since many gamers complained that

the original Quest was far too easy and too short, Imagineer is supplying two distinct story lines for the sequel.

Imagineer has set itself high goals, striving for higher resolution graphics, faster speeds, more freedom of movement, and a new magical sidekick called "the Guardian." Much like the horse in **Legend of Zelda**, the Guardian will eventually be able to the help the game's heroes traverse greater distances, aide them in combat and guide the player through the sprawling 3D worlds. Another, even more important addition, is the new items and shop system. No longer do you only find items or receive them for free. In Quest 2, players earn money by defeating monsters and use it in the many new towns to buy items and weapons.

So far, Imagineer has not yet shown what Quest 2 will look or play like, but if the Japanese developer manages to take the graphics from the first game and add a more complex and interesting story, the Quest series could turn out to be a worthy one at last.

NomenQuest

Publisher: THQ

Developer: H2O

Available: Q4 '99

Although **NomenQuest** is still in its preliminary design phases (not much actual programming has been done yet), we're already excited about this one. Aimed at an international, older audience of RPG fans, NomenQuest features realistic graphics and a much more adult approach than its Japanese competition. H2O Entertainment, the Canadian developer behind the project, has already shown with Tetrisphere that it knows how to get the N64 to perform flashy tricks in both the graphics and the audio department. Let's just hope that H2O's writers are equally as good and give us an original quest to look forward to.

STORY

Long ago, people were ruled by the great power of nature. Mortal men feared darkness, fled from the storms, and were threatened by starvation and wild beasts. Without any measures to cope with those perils, they lived at the mercy of nature. However, in the eternal flow of time, certain chosen ones eventually found a way to control the mystic power of nature. They were called *spirit tamers.*

The story picks up one hundred years after the days of the young spirit master Brian. Legends of spirit tamers who whispered strange spells to lighten torches, make rain fall, summon storm clouds, and shake even the earth are regarded as mere fairy tales.

In an empire to the far west of the Isle of Celtland, on the continent of Lahna, an emperor named Julius ruled the land. Drunken with power, Julius reigns with an iron fist and kills anyone who opposes him.

On the Isle of Lodeal, a young boy named Leohn finds an old tablet with an engraved message from the great spirit tamer Brian. Upon touching the tablet, Leohn magically inherits Brian's powers. Unfortunately, word of the new spirit tamer quickly crosses the ocean and Leohn is summoned by Emperor Julius. A dark plot involving the fate of mankind slowly unfolds — and the second adventure in the Quest saga begins.

Legend of the River King

Publisher:
Natsume

Developer:
Pack-In Soft

Available:
Q1 '99

The world's first 64-bit role-playing-fishing game, **Legend of the River King 64**, has a lot in common with Pack-In Soft's second N64 RPG, **Harvest Moon 64**. For starters, instead of casting players into a universe with knights, magic, and monsters, River King takes place in a sleepy fishing town somewhere in Japan.

River King essentially consists of two parts. When travelling, the landscape is displayed from a 2D overhead perspective, much like the good, old Super NES and NES roleplaying games. In the role of one of six characters, players can enter buildings, explore the village and its surroundings, and have access to an item screen that lets them choose tools and power-ups. Whenever you encounter a wild animal, the game switches to a menu-driven battle screen, where you can either attack, run away, or try to befriend the animal with the help of food or other items. Like most RPGs, River King is experience-based. If you defeat a certain number of opponents, your vitals, health and characteristics will go up, making you less vulnerable to some of the tougher animals, such as snakes and bears.

While all these encounters take place in 2D, there is also a more impressive, three-dimensional side to River King. Sit down by a river or on a boat and cast your lure, and you will be treated to beautiful 3D underwater visuals as you wait for fish to bite. Using more than 500 polygons per model, the fish move around incredibly lifelike and put up amazing fights when hooked. Naturally, the Rumble Pak helps you determine when a fish bites and gives you the appropriate tug when struggling with a larger specimen. Once you have a few worthy fish in your bucket, you will need to try and sell the fish in your village so that you can afford better tackle, bait, food, and tools. If you are a bigger fan of self-caught, life bait, you can also hunt around bushes and meadows for bugs. Like with the fishing engine, the view will switch as soon as you find one and you will need to catch the polygonal insect with the help of a 3D hand or a net.

Publisher Natsume promises plenty of variety, thanks to the different main characters and the many NPCs (non-player characters) that populate the game. But even more impressive is the lineup of fauna and flora. There are more than 80 different freshwater fish, 20 saltwater fish, 50 distinct plant species, 50 insects, and eight different fishing styles (such as fly, bait, and lure). The programmers are confident that River King will offer at least 40 hours of RPG gameplay for seasoned players, not counting the hours of fun you can have just trying to catch fish and insects.
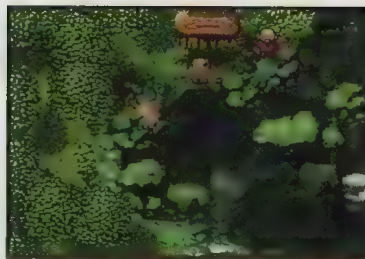
Legend of the River King is currently slated for a March '99 release.

STORY

River King tries to simulate life in a small Japanese village. Depending on which one of the six main characters the player chooses, the story changes substantially, but the objective remains the same: find the River King, a legendary fish that will look different for each of the characters. In order to raise money for your travels and get your hands on the latest equipment, the player has to catch fish and sell them in his village. Wild animals and insects complicate matters considerably and there will be plenty of human encounters throughout the story.

Super Mario RPG 2

Recently moved from 64DD to cartridge, the follow-up to the beloved Square/Nintendo coproduction for Super NES is turning out to be one of the most controversial games coming out of Japan. Why? One simple reason: Gamers seem to hate everything about it. Instead of going for the same prerendered 3D look, Nintendo chose the artsy approach, setting the whole adventure in a 2D sprite world a la **PaRappa the Rapper**. Gameplay has also been simplified, aiming **Super Mario RPG 2** squarely at children. In a departure from the original, players don't actively enter commands for the turn-based battles, either. Much like in **Ogre Battle**, the party follows a basic strategy, but fights by itself.

Publisher:
Nintendo

Developer:
Nintendo

Available:
Q4 '99

STORY

Take a guess. Could it be:
a) Peach has been kidnapped,
b) Peach has been kidnapped by Bowser, or
c) Peach has been kidnapped by Bowser and imprisoned in his castle.

Expect many Mario regulars to appear in the game, including goombas, ghosts and Koopas. Will Mario finally get some, or is it just cake again?
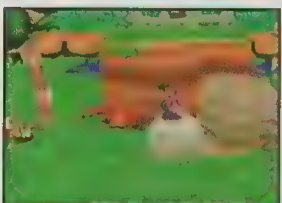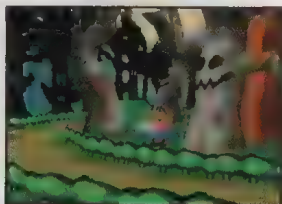
Earthbound 64

Another ex-64DD candidate, **EarthBound** is now set to debut on a 256-megabit cartridge, just like **Zelda** and **Turok 2**. Indeed, **Mother 3**, as it is called in Japan, seems even more ambitious than Zelda as it deals not only with one, but with more than 10 central characters, all with their own non-linear adventures and important place in the EarthBound universe. Set in 3D environments reminiscent of Zelda 64, characters progress through a vividly lush rendered world with beautiful, dark forests and off-the-wall technology. Battles are handled in realtime, but with menu-driven actions. In response to many gamers' complaints that Nintendo games are too short and too easy, the designers promise that the game will take somewhere around 40-60 hours to beat for the experienced RPG playing community, and much longer for most others. Look for EarthBound to be on of Nintendo's big games next year.

Publisher:
Nintendo

Developer:
Nintendo

Available:
Q4 '99
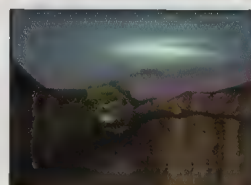
STORY

EarthBound's plot is a chaos of different storylines and time periods that somehow all link together in the end. Like Square's **Live-A-Live** (Super Famicom), EarthBound tells the stories of a large number of main characters, ranging from a cowboy in a Western setting to a young boy in a modern day city. Divided into 12 chapters that are said to span 10 (play-) years, players face mythical monsters and try to thwart the threat of an army of mechanized pigs who try to enslave mankind.

Jeffery says: "Wat ius THiS RPG's?"
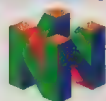
Ogre Battle 3

Publisher: TBA

Developer: Quest

Available: Q1 '99

The most popular Japanese strategy RPG series is about to make the jump to a next generation console. While PlayStation owners only recently got to play updated ports of the two classic Super Famicom (Super NES) titles, the first true sequel to Quest's **Ogre Battle** and **Tactics Ogre** is skipping the 32-bit machines altogether. That's right, **Ogre Battle 3** is here – in all its 64-bit glory.

Loosely modeled after the original Super NES hit, Ogre Battle 3 goes for the same mixture of roleplaying and strategy. As a matter of fact, it seems that apart from an all-new plot and more balanced gameplay, the differences are mostly cosmetic. The former Mode-7 map has been replaced with polygonal landscapes with mountains, forests and rivers, and the isometric battle scenes look a bit more beautiful and detailed than on the Super NES.

Much like the first game in the series, the latest Ogre Battle puts players in control of army units that can move about the landscapes in real time. When the characters meet enemies (which only appear when in visibility range), the scene changes to an isometric battle scene where the characters fight it out with all sorts of pyrotechnics and weapons attacks.

The cast of characters is huge. There are hundreds of knights, wizards, warlocks, witches, dragons, undead warriors, and more. Each battle the characters survive will ultimately strengthen their abilities and help them to learn new spells and attacks. Much like in traditional RPGs, the characters' abilities are divided into different categories (strength, vitality, intelli-

gence, agility, and so on). Some characters can even transform into more powerful classes when they have reached a certain level. So what was a measly apprentice before, can turn out to become a powerful warlock after many battles. However, if your character happens to die, he's dead for good.

During the quest, which includes the liberation of towns and castles and much betrayal and intrigue, players will make new allies, as enemies often defect or come to their senses when approached the right way. Each new character joins the army and can be positioned strategically in the group (the difference between the front and back row determines what attacks are more effective).

Another cool feature that made the jump to 64-bit is the fact that characters can be either lawful, neutral or chaotic (Ogre Battle borrows the system from D&D). If for example a lawful character meets a lawful (=misguided) villain, chances are you will be able to convert him and win him over as an ally.

Players will also be able to find a plethora of hidden treasures, items and weapons that can be assigned to the characters or used in battle. Although the gameplay in Ogre Battle takes place in realtime, whenever you bring up a character's abilities window, the game will pause to let you do all the changes you want.

So far, no US publisher has announced a publishing deal for the west, but we were able to speak to a number of companies that seemed more than interested. Look for the Japanese version of this game to appear later this fall, with an American version following Spring '99.
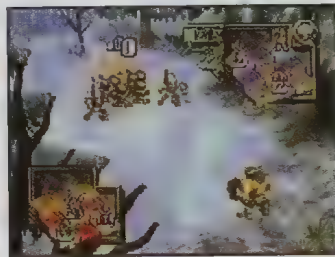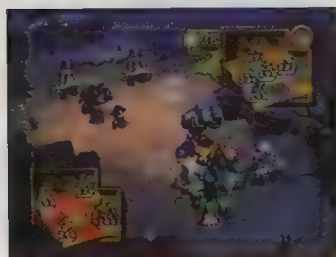
STORY

Chapter 6 of the Ogre Battle Saga.

Set directly after the first Ogre Battle, the medieval saga continues with the story of Magnus Garland, a young soldier who graduates from military academy. Far, far away from the battles of Zenobia, detailed in Chapter V of the Ogre Battle, Magnus is assigned to the Southern Army of the Paradise Kingdom, a protectorate of the mighty State of Lodius. At the time, the people of Paradise Kingdom were uneasy. Rumors circulated that the continent of Zeteginea was eager to expand its reach and arming itself for war.

But already things weren't well in Lodius Kingdom. For the first time faced with the perils of the real world, the young cadet befriends members of the "underclass," a low cast of servants that is oppressed by the nobles and forced to work under harsh conditions. Disillusioned by society, Magnus gains favor with the nobles of Lodius and schemes against the corrupt state. During the course of the game, Magnus makes new allies, instigates a revolution, faces enemies both alive and dead, and frees many cities and castles before finally liberating the oppressed underclass. If you're good enough...

Mysterious Dungeon 64

While **Final Fantasy** and **Dragon Quest** won't ever come to the N64, another major series will. The long-running Japanese **Fushigi no Dungeon (Mysterious Dungeon)** franchise is on its way. Chunsoft told IGN64.com that the content, title and storyline are still secret, but that it is definitely bringing the series to the N64 next year. Most US RPG gamers will recognize the name from the Square-produced **Chocobo's Mysterious Dungeon** – however, the N64 version will be developed independently, without any input from the Japanese RPG powerhouse. Considering Chunsoft's pedigree of sound novels and roleplaying games (**Kamaitachi no Yoru, Fuki no Siren, Toruneko's Adventure**), this shouldn't hurt the game too much, though. If the game is at all like its predecessors, then Fushigi no Dungeon 64 will be a traditional, turn-based RPG with randomly generated dungeons.

Publisher: Chunsoft

Developer: Chunsoft

Available: TBA '99

Fire Emblem 64

If you have never played any of Nintendo's **Fire Emblem** games, then you're seriously missing out. Sadly, none of the exquisite Super Famicom titles have ever been released internationally, depriving RPG fans of a well-designed mix of RPG and turn-based strategy gaming. Players start out with a single character and set out to make allies and build up an army. Select a unit and highlighted squares will show you how far you can move. Like in Ogre Battle, the landscapes are displayed from an overhead perspective with enemies only visible when they're in your troops' line of sight. As soon as you encounter an enemy, you can attack (or be attacked) and witness a dynamic cut-scene that shows the two characters fighting it out. If your character loses in battle, he/she is dead for the remainder of the game. Needless to say that this makes the Fire Emblem games all the more dramatic.

The Nintendo 64 version, which is under development at Intelligent Systems in Japan, largely follows its Super Famicom predecessor, but upgrades the battle scenes with gorgeous polygonal sequences. Unfortunately, Nintendo remains stubborn and won't let the developer hand out screen-shots until early '99. Judging from the lack of both strategy and roleplaying games, we are confident Nintendo of America will not pass on the chance of releasing this game in the US as well.

Publisher: Nintendo

Developer: Intelligent Systems

Available: TBA

Picture: Super Famicom Version

Harvest Moon 64

Publisher:
Natsume
Developer:
Pack-In Soft
Available:
Q2 '99

Believe it, or not, but living on a farm and dealing with the perils of harvest and cattle ranching is as much a Japanese boy's fantasy as venturing intro lava labyrinths slaying fire-breathing dragons. If that's a surprise to you, then consider that most children growing up in industrialized Tokyo have never seen a real farm and often know cows only from their daily intake of anime – or the Ueno zoo. That's where off-beat developer Pack-In Soft comes in, with the sequel to the successful Super NES farming sim, **Harvest Moon**.

STORY

Harvest Moon 64's story is fairly simple: You are a farmer. Now work the fields. But from this central premise, the game spins off 400 different subplots, involving the neighborhood boy Kenta, the town's mayor, sickness, pests, a new pet, bad seasons, and ultimately, the pursuit of happiness.

The object of the game is to maintain a farm by raising chickens and cows, growing vegetables, and so on. **Harvest Moon 64** features more than 50 characters to interact with, both on the farm and in town where you have to try and sell your wares. Depending on what characters you befriend, the game's events and outcome will vary. A typical work day in this turn-based RPG consists of the farmer crushing stones on his fields, chopping trees, cutting grass, sowing seeds, or watering the young plants. Of course, since this is a Japanese game, there will also be a love interest, as the game's protagonist has to go out and meet women, give them gifts and keep their spirits up.

Harvest Moon will come to the US courtesy of Natsume, the same publisher behind the Super NES and the Game Boy versions. Look for the game in early to mid '99.

Desert Island

Publisher:
Imagineer
Developer:
Imagineer
Available:
Q2 '99

Imagine you're stuck on a deserted island, somewhere in the ocean. You own absolutely nothing, know nothing about your new home and you have no clue if the surrounding creatures are at all friendly, or not. That's the premise of Imagineer's cutesy **Desert Island**. Instead of going for a full-out RPG experience, the developer opted to throw in a lot of sim elements, such as watching creatures evolve and trying to build a civilization of sorts. An unfinished version of Desert Island has already been shown to potential US publishers, but so far, no company was impressed enough to pick it up for release.
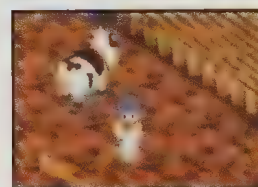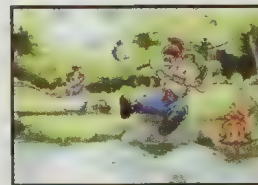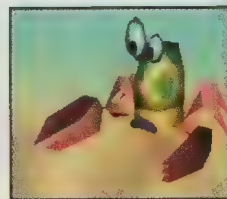
THE REST

Other N64 RPGs Known to Be in Development:

Doubutsu Banchou: Saru Brunei is working on this animal-themed RPG. Not much is known about its content, but the term "animal love" has come up repeatedly. Scary.

DT: This still secret 64DD project from Game Studio is one of three genre-bending RPGs for the platform.

Getter Love: No, that's no typo. Hudson wants to be the first company to release an N64 RPG dealing with love. Run around town and chat with cutesy Japanese anime girls and get them to become your girlfriend. Hmmmm...

Konami RPG: Konami of America confirmed at E3 that its parent company is working on an original N64 RPG. Codenamed Dear Blue, it's likely to undergo a name change soon.

Kyojin no Doshin: Param's odd simulation RPG lets players explore an island and uncover the secrets of a mystical giant.

Namco RPG: Namco still has an ongoing agreement with Nintendo to produce one more RPG for the N64. Will it be Tales of Phantasia?

Onegai Monsters: Bottom Up's Pokemon clone with even cuter monsters.

Ura-Mother 3: Nintendo's add-on 64DD disk is said to let players revisit the original cartridge EarthBound and live through new adventures.

Ura-Zelda: Sadly, the second N64 Zelda game is another 64DD-bound expansion, and thus will probably never see the light of day over here. It's supposed to work in tandem with the original cartridge Zelda game and offer new quests in familiar territories.

Shadowgate 64: Trials of the Four Towers

Publisher:
Kemco
Developer:
Infinite Ventures
Available:
Q1 '99

Still alive in the minds of those old enough to remember **Shadowgate**'s 1989 NES debut, **Shadowgate 64** picks up hundreds of years after the events that unfolded in the original game. Despite its RPG clothing, the game is very different from the rest of the lineup. Developed by the original design team of the NES game, Shadowgate chooses a first-person perspective similar to Dungeon Master (or Shadowgate NES, for that matter). In the role of a young halfling named Del, players can freely navigate the polygonal 3D space and explore every corner and room of the mysterious castle. Speaking with characters will yield important clues on how to progress in the game and gain access to new areas. Rather than stressing RPG-style battles with monsters and villains, Shadowgate is more about puzzles and strategy, much like the best-selling PC adventure **Myst**. Shadowgate will ship in early '99.
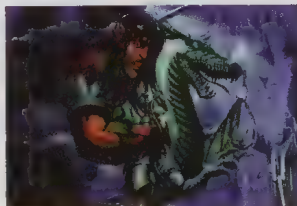
STORY

Long ago, Lord Jair banished the vile Warlock Lord to another dimension. Now, hundreds of years later, the torch is passed on to another hero. Caught up in a chain of events beyond his understanding or control, the halfling Del must explore the ruins of the dilapidated Castle Shadowgate in order to unravel the mysteries set before him and thwart the dark plans now in motion.

Zool

Publisher:
Imagineer
Developer:
Imagineer
Available:
December '98

Before Imagineer revisits the polygonal plains of Quest, another team at the Japanese development house is working on a more old-school roleplaying game, named Zool (title will change for the US because of trademark issues). Sporting sprite-based graphics reminiscent of the Super NES Albert Odyssey, Zool combines medieval settings with Pokemon-esque gameplay.

The hero of the game is Leo, a 10-year-old kid and, living with him in a commune, is the 18-year-old Shoots and 17-year-old Caroline. Despite her young age, Caroline is a mother-figure of sorts to Leo and Shoots. Taking place on the continent of Zool, players roam around finding magic creatures (sort of like Pokemons) to befriend and raise. You then train them to fight and pit your monsters against those of other trainers. Governed by a highly-touted AI system, the combat sequences are fully automatic, with the player supervising the party's activities during the battle in realtime. The final objective is to enter and win a fighting contest held in the area.

Unfortunately, Zool still feels much too slow and looks a bit dated compared to games like Zelda or EarthBound, but since it's still got a ways to go until its December release in Japan, we're confident Imagineer is still tweaking the gameplay.

STORY

A long, long time ago, the continent of Zool was overrun by magical creatures, attacking people and creating all kinds of mischief. Since many of these monsters didn't have any natural enemies, some Zoolians took up a new past time, hunting and capturing the creatures and pitting them against each other in a nation-wide fighting contest. Zool follows the adventures of Leo, a 10-year-old boy with a particular gift for "monster training."

Welcome to Ed's Rumor Report. Remember, the information below is not fact and is subject to change at any time. What is it then? It's the industry buzz; a combination of secret whispers of the future and pure, intelligent speculation. Is it real? You decide. I'm just a simple janitor.

You see us walking the hallways of your schools and offices. You see us emptying trash-cans and mopping floors. You have no idea what our first names are and probably don't care. What you don't – no, can't realize is that there's actually much more to us than meets the eye. We're the eyes and ears of the industry and damn it, we know everything. Except, of course, why people can't show us some courtesy once in awhile and leave the toilet-seats up before urinating. Do you think we like cleaning that mess up or something?

A band of us have formed together and risen above the minimum wage as industry "sources." You know the story: "sources said," or "according to one source…" That's us. Who's laughing now, white-collar? My rumor report is all about the "behind-the-scenes" of Nintendo 64 games and their makers. So, without further ado, the industry buzz…

AT NIGHT WHEN NOBODY IS WATCHING, WE COME OUT. NO INDUSTRY DIRT IS SAFE. WE GO THROUGH YOUR DRAWERS, WE GO THROUGH YOUR TRASH, WE SEE EVERYTHING. FEAR US.

Mention the possibility of **Unreal 64** around GT Interactive and the company becomes as nervous as President Clinton in a US courtroom. Oddly enough, Epic Megagames once committed itself to the project, saying that it would begin work on an N64 version after the PC burn was complete. A few thousand years later, Epic wrapped up the PC version and then casually scrapped its N64 attempt. OK, done right? Nope. Rumors of Unreal 64 continued, and continued, and continued. In fact, they would not die – and still won't. The latest comes from a "source" inside GT itself, who suggests that the company is in fact working with the "Unreal Universe" for a Nintendo 64 project that will, oddly enough, "have noth-
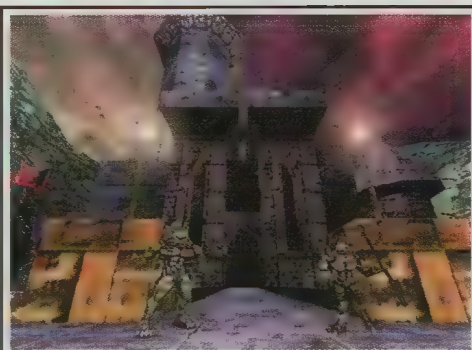
What do you know, more rumors of Unreal for N64. Maybe one day it'll actually be a reality.

ing to do with Unreal." You make sense out of it and call me. My best guess is that the Unreal engine will, in some way, shape or form, be ported for use with Nintendo 64 and a new game will emerge. Here's hoping I'm not crazy – which I'm not, despite records to the contrary. I didn't kill that girl, I swear. It was the squirrels. Those damn, crafty squirrels!

Good old Rare. You gotta love those crazy Brits, huh? Am I right? Hey, I like fried foods. I'm hip with the English. So you can imagine how delighted I was when a rumor regarding the developer happened upon my ears. According to the company's doorman, a respectable chap who bears a curious infatuation with the Spice Girls, Rare is hard at work on a "racing game" for Nintendo 64. The game is said to feature a create-a-vehicle option. The bad news is that, from what I understand, the game is still extremely early on, but that hasn't stopped those who have glimpsed it from dubbing it a "**Gran Turismo** killer." You may recall that Rare is also responsible for a little known game titled **RC Pro Am**. Any relation here?

Speaking of the big 'R', it's no secret that **Banjo-Tooie**, the sequel to **Banjo-Kazooie** is already underway. Rare, via its website, recently let the word slip that Banjo-Tooie will work directly with the original. What remains hidden, however, is just how the two games will work with one-another. I recently dispatched a few

of my janitorial spies to ECTS (the European Consumer Trade Show) where it was learned that not even Rare itself knows. The developer, unsure of the future status of the 64DD, apparently included hooks in Banjo-Kazooie to support the device, just in case Nintendo decided to pull a fast one and release it in the US on a whim. Assuming Nintendo does indeed do that, which isn't likely, then expect Banjo-Tooie to arrive as a DD game. If, on the other hand, Nintendo opts not to release the device, "sources" suggest that Rare may go with a lock-on cartridge that will work in conjunction with the original. Remember Sonic and Knuckles? Same thing.

On a final Rare note, just a few short days ago I spoke with the British developer's own valet parking boy. I must admit that his incessant, rabid-like frothing had a muffling affect on his words, but I did manage to make out just enough amidst his watery lisp to get my hopes up. According to what he spit, he had just finished playing **Donkey Kong 64** at Rare offices. The game is more than 70% complete and "ab-ss—so-ss-solutely sbeaut-sisful," – or, in non-froth English, absolutely beautiful. He went on to mention that the game combines elements from all other previous Rare games, that it makes Banjo-Kazooie look like a Super NES title by comparison and that it boasts a ton of different multiplayer modes. But I'm sure none of that boring stuff interests you.

Enough about Rare. Let's talk about **Metroid**, or, better yet, **Metroid 64**. That got your attention. You may recall that NCL (Nintendo Japan) has no interest in making the game. The truth of the matter is that Metroid, despite its popularity here in the States, never was a favorite in Japan. Instead, Nintendo of Japan is focusing on more important games

like **Yoshi's Story**. Luckily, that hasn't stopped Nintendo of America from taking matters into its own hands. Here's what I've heard: NOA wants this game made – and badly. The US subsidiary is planning to ask second-party Nintendo 64 developers to make a Samus-based 3D adventure. In case you're wondering, some previous second-party game-makers include the likes of Rare and LucasArts. Dig that.

Wa-hey! Speak of the devil (no, not Colin Campbell), by the time you read this, LucasArts' **Star Wars: Rogue Squadron** will be a reality for Nintendo 64 owners. But don't think the company is stopping there. Oh no, the developer's dumpster tells a different story entirely. It's filled with documentation that points to yet another Star Wars title on the horizon – one based around the new SW movie *Phantom Menace*. I've no idea if the title will, like Rogue, revolve around flying vehicles or not, but I'm speculating that there will be much more to it. One thing is for sure: a multiplayer mode.

Couple quick tid-bits before I leave you. First, we all know that Electronic Arts, which recently gobbled up Westwood Studios, is publishing **Command and Conquer** for Nintendo 64. However, I'm betting you didn't know that the title is being farmed out to another, largely less well-known developer by the name of Intermetrix. Yours truly also believes this is the same company working on **StarCraft** for Nintendo 64. Finally, industry whispers say that Monolith Productions is looking to port two of its most popular new games to Nintendo 64, **Shogo** and **Blood 2**. No word yet if any takers have jumped on board for the projects.

There it is, all the industry dirt you can handle in one sitting. Let this be a lesson to you, we janitors are listening.
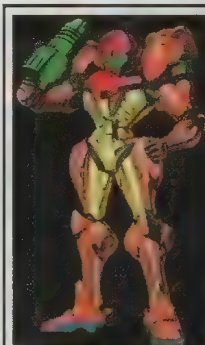
Don't write off Metroid for N64 just yet. The janitorial spies tell me NOA is actively seeking a developer to make the game.
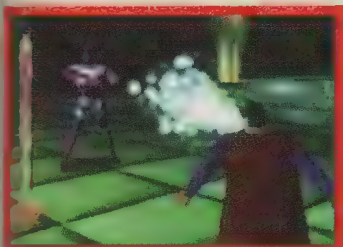
STAR WARS
ROGUE SQUADRON

INTERVIEW

IGN64 recently chatted with the development team behind Star Wars: Rogue Squadron. We spoke with LucasArts' Mark Haigh-Hutchinson and Dan Connors, as well as Factor 5's Holger Schmidt and Thomas Engel:

IGN64: When and why, after Shadows of the Empire, did you decide to start on Rogue Squadron?

Mark: Well, we knew when we did Shadows that there were a number of things that we could have done. The Battle of Hoth was obviously one thing. There were a number of other sections that we thought we could make a full game out of. I was a lot more involved in the first level of Shadows so I thought "hey, let's make a game out of this." I mentioned the idea to LucasArts and they thought it was a good idea. And that was that.

IGN64: How long was Rogue in development from start to finish?

Mark: Actually, quite a short development cycle compared to a lot of games these days — shorter than Shadows was. I think about 15 months.

IGN64: What would you say are the biggest differences between the two games?

Mark: Where to begin [laughs]. Shadows was a product of its time. It was great for its time. Things moved on. Rogue's faster and it's bigger. I mean, there are huge worlds in comparison. If you just look at The Battle of Hoth in isolation, Rogue features levels 20 times the size of that. Framerate is far better. Texture-mapping is better. We've managed to display beautiful, realistic landscapes.

Dan: Rogue is also immersive with speech and interactive music.

Mark: Oh yeah. Also, surround sound. It's funny, the music and voice makes such a huge difference. I was playing Shadows this afternoon and it suddenly struck me that there were no voices. I was so used to listening to the voice and pilot chatter in Rogue, I went back to Shadows and

A long time ago in a galaxy far, far away…

Well, maybe not so long ago, and maybe not so far away, LucasArts released Star Wars: **Shadows of the Empire** for Nintendo 64 and opened up the *Star Wars* universe to owners of the 64-bit console around the world. The game's first level, The Battle of Hoth, positioned players behind the controls of a Rebel snowspeeder and let them tear away at the Empire's forces. Despite Shadows' valiant selection of third-person scenario action/exploration levels, The Battle of Hoth was generally favored above all the rest.

Bearing that in mind, it's easy to see why the game's sequel (prequel) of sorts, **Star Wars: Rogue Squadron**, focuses entirely on flying ships over ground-based Star Wars locations. Developed by Factor 5 and LucasArts, Rogue pits players as the almighty Luke

Skywalker long before he was ever a Jedi Knight. In fact, the game takes place somewhere between A New Hope and The Empire Strikes Back. Still just a hotshot pilot with a heart of gold, Luke is out to put a stop to the Empire with the help of some fancy flying and dead-on marksmanship. Rogue

is far more than just The Battle of Hoth revisited, though. Gamers can select from five fully playable Star Wars crafts to fly, including the Y-Wing, A-Wing, Airspeeder, brand new V-

expanded upon and perfected for Rogue. LucasArts has dished up a plethora of familiar Star Wars landmarks for Luke and friends to defend, from Tatooine's Mos Eisley and Jabba's Palace
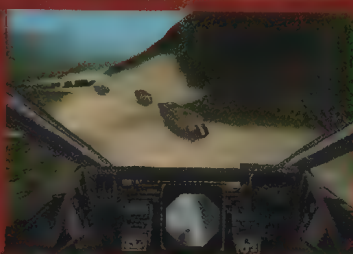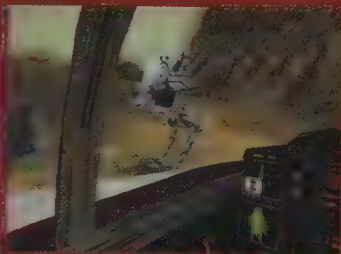
If you're not happy with the third person perspective, you can also switch to a first-person view. The Rogue Squadron team created "virtual cockpits" for each of the ships in the game, so you can even look to the left and right. Oh, look – a convoy!

weapons including missiles, ion cannons (to take out shields), bombs, tow cables and more. In fact, everything from Shadows' Hoth level is back,

to the spice mining colonies on Kessel. Each level is made of beautifully textured terrain, vivid sky-lines and decorated with traditional Star Wars scenery from transportation vehicles and enemy outposts to rolling mountains that stretch forever. According to LucasArts, the worlds in Rogue Squadron are roughly 20 times the size of The Battle of Hoth and take minutes to fly through. As if that weren't an achievement in itself, the

Wing and, of course, the classic X-Wing. Each ship boasts its own unique strengths and weaknesses. Some crafts, for example, might be faster than others, but not as responsive whereas others might be slower and more powerful. Ships can loop and turn on a dime, which comes in extremely handy in the game's numerous dog-fight scenarios. In addition, Rogue also features a handful of hidden ships. Can you say Millenium Falcon? Good. Well said. Each ship, in addition to the standard blasters, can be equipped with a dozen or so secondary
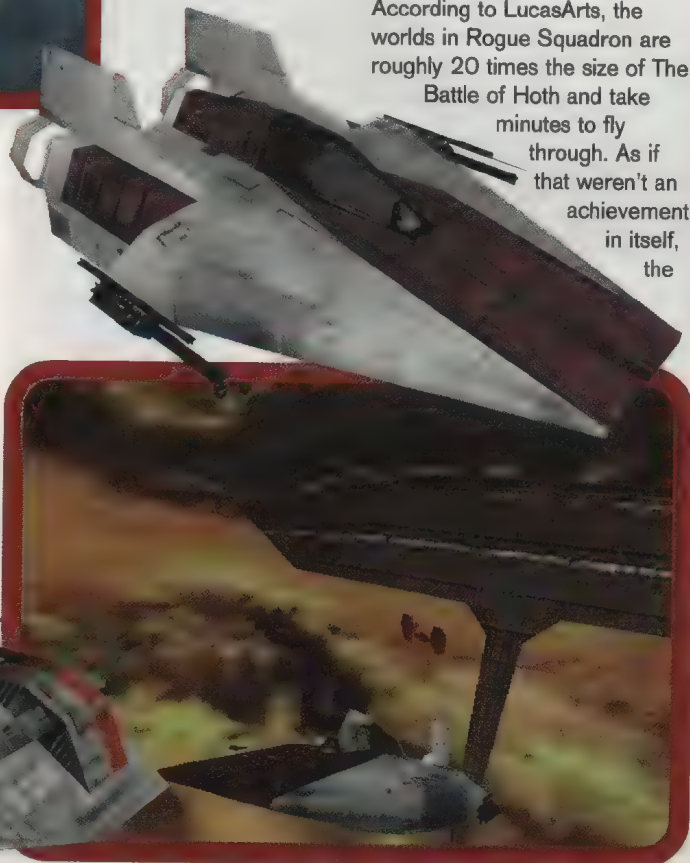
thought that there was definitely something missing there.

IGN64: What was the reasoning behind basing Rogue's battles over land as opposed to in space?

Mark: Actually, to differentiate ourselves in one way and to give players a new experience. We could've done X-Wing [for PC] again, but we wanted to do something new, different and exciting. That kind of stuff had never been really explored in Star Wars' games too much in the past, so we decided to go with that.

Dan: That's also the great thing about Star Wars. You're not just limited to doing battles in one particular environment. I think that's one advantage that we have over other licenses.

IGN64: How does the story of Rogue Squadron fit in with the whole Star Wars universe? When does it take place?

Mark: It's between A New Hope and The Empire Strikes Back. Essentially, you're taking on the role of Luke Skywalker just before he really became accustomed to the force and he's still a hotshot pilot. He's just found Rogue Squadron and Wedge Antilles. We were very careful to make sure that everything fits within the Star Wars universe and indeed we worked with Lucasfilm licensing, the keepers of the Star Wars bible, and they ensure that what we do is always accurate and true to the grand scheme of things.

IGN64: What familiar Star Wars characters are in Rogue Squadron?

Mark: Well, there's a number of Rebel pilots, of course. We've used several guys from The Empire Strikes Back and Star Wars. There's Dack Ralter who gets creamed in Empire [laughs]. Wedge Antilles, of course; Wes Janson, a guy called Derek "Hobbie" Klivan and Zev Seneska.

IGN64: You must be the thrilled about the inclusion of the Outrider in the Star Wars Special Edition. Will there be any more cross-overs like that in the prequel movies?

[For a moment, infrared sniper targets appear on the foreheads of the development team members...]

Dan: [Laughs] I think we'd have to destroy your tape-recorder if we told you that.

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[Sniper dots stay on target for a moment, then disappear.]

IGN64: What ships can players fly in Rogue?

Mark: Currently there are five. You've got the X-Wing of course, which is a multi-purpose combat craft; the Y-Wing; the A-Wing; The Snowspeeder or Airspeeder; and a new craft for the game is the V-Wing, which is actually from the comic books called *The Dark Empire*.

IGN64: Are there any hidden vehicles? Can you tell us about them?

Mark: There will be hidden vehicles of course. But if we told you, they wouldn't be hidden.

Dan: Some more hidden than others.

IGN64: We understand both Factor 5 and LucasArts are co-developing Rogue Squadron. How does this partnership work, and who handles what aspect of development?

Mark: Well, it's a bit of both actually. Most of the programming stuff is being done on the Factor 5 side. Most of the artwork is being done by LucasArts, but the models are being developed by Factor 5. The music and voice system is all proprietary Factor 5 stuff. Level designs are done by LucasArts. I mean really, it's about as joint as you could hope for.

Dan: The whole time I've been here [with LucasArts] I've never seen a project that has shared as many resources as Rogue Squadron has.

IGN64: Why no multiplayer mode?

Mark: I think [lack of] time was the biggest factor, unfortunately.

IGN64: What familiar Star Wars landmarks are in Rogue?

Mark: Well, certainly Tatooine, Mos Eisley, Jabba's Palace. Also, a lot of the locations are new to the gamer, but not new to the Star Wars universe.

IGN64: The music and sound effects in Rogue Squadron are crystal clear — and in surround. How is this possible considering that Nintendo 64 doesn't have a dedicated sound-chip?

Holger: Actually, we're only using 20 sound channels, which is pretty limited in a way.

game also employs real-time dynamic lighting effects for more realistic explosions and laser-blasts that illuminate dark regions. All of the above and a super-smooth framerate that hardly ever hitches. Not bad, huh? But the real kicker comes into play thanks to Nintendo's 4MB expansion pak. Utilizing the extra RAM, Rogue Squadron runs in 640x480 high-resolution mode (as seen in **Turok 2**) for sharper textures and more detail than ever before (you can even see ground troops scurrying around on the surface). If you don't own the RAM Pak, you can of course still enjoy Rogue in regular resolution, too.
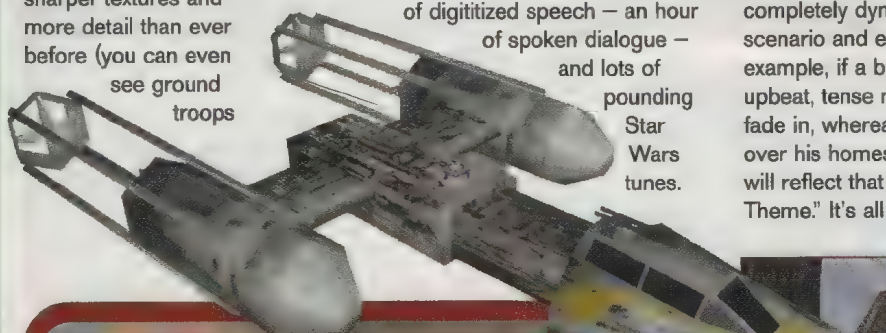
Factor 5 puts its proprietary sound compression technology to good use for Rogue. The game has more than 700 lines of digititized speech — an hour of spoken dialogue — and lots of pounding Star Wars tunes.

Unlike most N64 titles, Rogue runs in full Dolby surround sound so players can actually hear the crashing ship of an enemy pilot go down behind them before colliding with the hardened terrain below. Better yet, Rogue's in-game music is completely dynamic, reacting to scenario and environment. For example, if a battle wages closer, upbeat, tense music begins to fade in, whereas if Luke flies over his homestead, the game will reflect that by playing "Luke's Theme." It's all executed so bril-
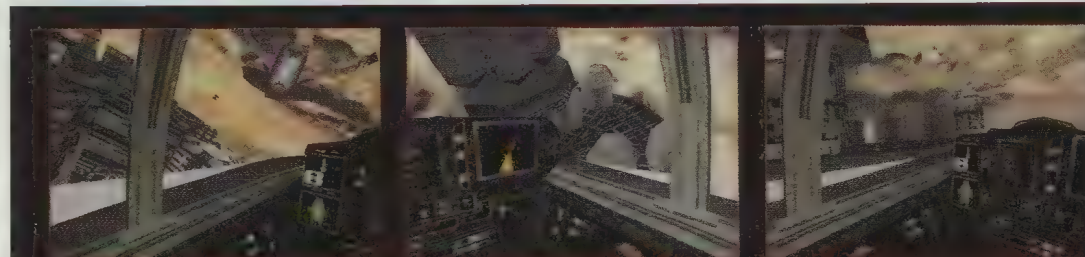
Factor 5 managed to kick the already beautiful-looking game into high resolution (640x480) mode, thanks to Nintendo's 4MB RAM Expansion. In case you were wondering — all the shots on these pages are indeed from the Nintendo 64 version, running in hi-res.

liantly that some better CD games would be hard-pressed to compete.

The biggest gripe of the game is that it doesn't support a multi-player mode. According to LucasArts, there just wasn't enough time to implement such a feature before the game's release date. Still, Rogue Squadron means bigger, more detailed worlds to explore than ever before; a commendable selection of crafts and weapons to do battle with; a solid framerate even in high-resolution mode and, above everything else, the absolute best sound effects and music ever to grace N64. Rogue Squadron looks to be leaps and bounds beyond

Shadows of the Empire and definitely worthy of the Star Wars brand.
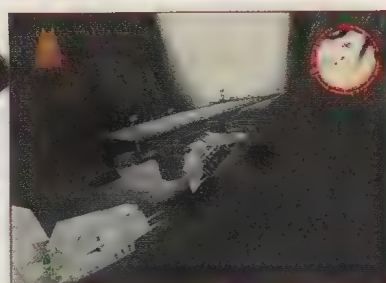
THE PILOTS

Luke Skywalker: Since he fired the torpedoes that destroyed the dreaded Death Star, the Tatooine-born Jedi apprentice is definitely the most famous pilot in Rogue Squadron.
Wedge Antilles: Born on Corellia, Wedge's parents were killed trying to save a space station. The hotshot pilot saved Luke Skywalker's life during the attack run on the Death Star.
Zev Senesca: Zev is a little older than the rest of the Rogue Squadron pilots. He joined the Rebellion after the Empire executed his parents for secretly supplying the Rebels with contraband.

Dack Ralter: The young Dack replaced Luke's friend Biggs after the Battle of Yavin. What he lacks in experience, he makes up for in enthusiasm.
Wes Janson: Janson is only happy when he's manning the guns of a Y-Wing or a Snowspeeder. He is an extremely accurate gunmen, but he also has a short temper and easily gets into fights.
Derek "Hobbie" Klivan: Hobbie is the skeptic in the Rogue Group. He originally trained at the Imperial Academy with Biggs and Porkins. After jumping ship, Hobbie worked in the Sullust System, running guns.
Kasan Moor: A native of Alderaan, Kasan is a valuable spy inside the Empire's 128th TIE Interceptor Squadron. Since the day the Empire destroyed her home planet, she has been planning her revenge and allied herself to the Rebels.

IGN64: That's 19 more than most Nintendo 64 games.

Holger: [laughs]. The trick, really, is that we were fortunate enough to get access to Nintendo's microcode so we basically did our own synthesizer coding. The difficult thing about Nintendo 64 programming is that there are several processors that you have to keep in sync and feed data from each one. The trick is to use both — not just one. You have to decide which chip does what and when does it do it.

IGN64: The textures are much more detailed than in most Nintendo 64 games. What's your trick there?

Thomas: Basically, as you fly through the level, data is constantly pulled off the ROM. Most games pull data at the beginning of the game and then don't touch the ROM anymore.

IGN64: What do you think is the biggest technical achievement in Rogue Squadron? What are you most proud of?

Holger: We're proud of the whole game [laughs].

IGN64: Was Rogue designed from the ground up with Luke Skywalker as the main character?

Thomas: We can neither confirm or deny that [laughs]. No, it's really not a character game. Rogue is about flying the crafts and that was really the thrust of the game from the start. Whether it's Luke Skywalker or Wedge Antilles is sort of icing on the cake.

IGN64: What kind of weapons does Rogue feature?

Mark: Other than the standard blasters, we've also got a lot of secondary weapons. We have missiles, bombs, ion cannons, the tow cable, clusters of missiles, etc.

IGN64: Do you have any plans to use the Rogue engine for any future games?

Thomas: Let's finish this one first. Once we get to breathe some air again, you know, we'll see.

IGN64: Who wins in a fight: Wedge Antilles or Biggs Darklighter?

Mark: That'd be Wedge because Biggs dies in A New Hope. So it's a win by default.

IGN64: D'oh!

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SPACE STATION Silicon Valley

Publisher: Take 2	Developer: DMA Design
Players: 1	Saves on Cartridge

"Wee sleekit, cowrin', timrous beastie, ooh whit a panick's in thy breastie. "

— Robert Burns: The Olden Days.

"In Silicon Valley, although the animals are all robotic, they still behave kind of like you'd expect them to. So, the robotic sheep are scared of the robot dogs and the robot foxes, and dogs and foxes don't like each other very much either. But the sheep will follow a little robotic ram, should there be one scampering about the level. We've also found out that when there are no humans about, the dogs and sheep get along rather better than everyone had previously suspected and that several of them have been living together in sin. Of course, we cannot condone this sort of behavior from any of the mammals on this station, so you can kill them."

And behold, ne broke the fourth sea and a plague of sheep was brought forth upon the lands

— Brian Baglow, DMA Design

Welcome to **Space Station: Silicon Valley**, the latest adventure from developer DMA Design, the same blokes behind **Lemmings** and **Grand Theft Auto**, as well as **Body Harvest** for Nintendo 64.

In the future, scientists set out to create the most luxurious space station known to man. A station designed to mimic Earth in every way right down to the animals that occupy it. And so, organic, robotic animals are designed for the hovering station and, that realized, it sets sail across the galaxy. And disappears.

One thousand years later, it returns, bound on a collision course with Earth. The leaders of the world, selfishly wanting to live, deploy squads of soldiers out to the station in order to ascertain exactly what happened to it and who or what is controlling it. The idea being to stop it before it smashes into the planet and kills everybody. And so platoons of muscle-head marines make their way to the distant station and aren't heard from again. Earth sends more soldiers and they too disappear without a trace. Saving the planet is becoming expensive. Rather than waste more money on useless, gun-wielding army men, the powers that be decide upon a more cost-efficient way of dealing with the station: Evo and Danger Dan, a robot and human super-hero duo of sorts. Like many great duos, the two are fighting miserably when their ship crashes through the surface of the space station, landing directly on a dog and killing it instantly. At that same moment Evo is accidentally ejected out of his chair and sent spiraling upward into the station's hardened atmosphere. Upon colliding with the ceiling, so to speak, Evo is shattered into a handful of pieces revealing his inner, microchip core, which falls back to the terrain of the station. Evo, now in microchip form and surprisingly maneuverable as chips go, like so many robots from the future, cannot survive without a host. Luckily, the corpse of a recently squashed pooch lies patiently just a few feet away. And so begins Space Station: Silicon Valley, a gaming experience that is both refreshingly original and dazzlingly entertaining.

Don't be fooled by its appearance, Silicon Valley is an
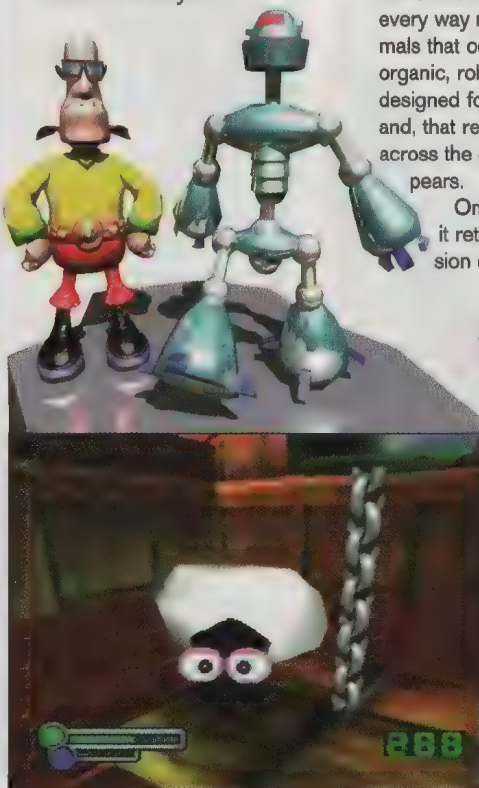
Even a fleeting look will reaffirm your suspicions: Yes, this game is from Scotland. Yes, "It" was right -- they all float down there.

Silicon Valley is one of the few games that lets players take control of a microchip with legs. Strange, it sounds like a such an obvious concept.

DMA consciously went with a less organic look. Trees look like they've been built, not grown, and you sometimes find patches of metal in the middle of a meadow.

trol any animal in the game and, in fact, must control every animal at one point or another. Each breed boasts its own unique strengths and weaknesses that must be taken into consideration and utilized to achieve certain objectives within each

The end result is a virtual smorgasbord of more than 30 animals that beg to be taken out and assimilated. Is any of this making sense? If you're confused, intrigued and maybe even a little bit disturbed, pat yourself on the back, these

extremely twisted, sometimes downright sadistic title in spite of its cute exterior. Players can con-

level. For example, a regular dog can jump, bark, and swim. Sheep are, of course, afraid of dogs. So, if a level requires that sheep be herded up into a fenced area, the obvious animal to do the job is the dog, which can simply bark the puffy animals into submission. Now, supposing there's a ledge that houses a mandatory switch which can't be reached with the dog's jumping ability, well, the sheep's hovering — yes you read correctly, hovering — prowess comes into play. Now, Evo, the game's walking microchip hero, can only take control of dead animals. So, in order to assume a particular breed, the desired animal droid must first be killed.

feelings are perfectly normal upon playing this game.
Silicon Valley features nearly 40 different breeds of robotic animal lifeforms and each particular species possesses its own unique attributes. DMA Design, long thought to be crazy, has whipped up a selection of mutations that are guaranteed to make the average gamer do a double-take. Floating in space for more than 1,000 years, the inhabitants of Silicon Valley have seen significant genetic alterations or, if you prefer,

enhancements. Just a few of the most notable creatures include hovering sheep, cannon-equipped turtles, hyenas that laugh their enemies to death, rocket foxes, propeller walruses, bomb-dropping rabbit-copters, spitting camels,
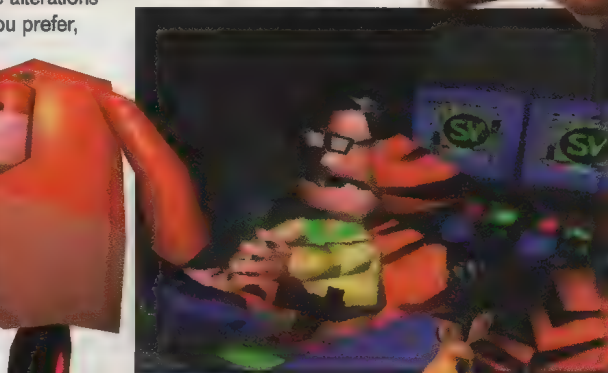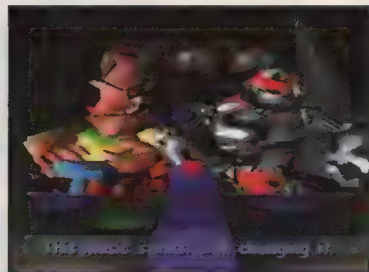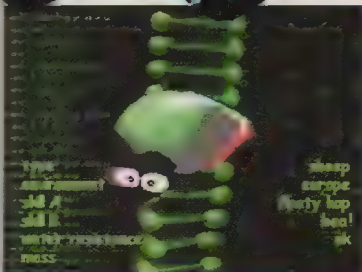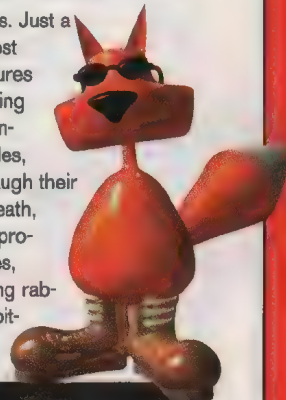
The creatures in Silicon Valley exhibit surprisingly realistic behavior. Sheep flock together and follow rams, dogs bite sheep but ignore mice, and so on.

circus bears that juggle and are in a continuous spotlight for no special reason, skiing huskies and last, but certainly not least, rats that fart green gas and deposit exploding feces.

More than 30 worlds plus a handful of hidden levels await gamers in Silicon Valley. With four themes ranging from Europe to the Arctic in addition to totally different objectives and animals per level, the variety is commendable, which keeps the game from becoming rou-

INTERVIEW

Q&A with DMA Design's Brian Baglow.

Q: Do sheep really float in Scotland?

DMA: Oh yeah. We've conducted many experiments. Most Friday and Saturday nights you would find us up on top of the mountain range throwing sheep off the edge just to check their aerodynamics. And yes, we eventually found some that floated.

Q: Were you able to motion-capture the hover sheep?

DMA: Well, they kind of plummeted before we could get the little silver balls to stick on them. In fact, that's a point... Maybe it wasn't the sheep that was floating. Maybe it was clouds. It was a little frisky that night.

Q: Do you think that being Scottish had a lot of influence on the game's design and choice of animals?

DMA: The sheep, certainly, have become something of a running theme throughout DMA games. A trademark, if you will. Whether that's a good thing or a bad thing, I don't know. It certainly proves to be a little bit of an obsession at the moment.

tine. Be warned though: this isn't Banjo-Kazooie or Super Mario 64. Players won't be jumping from platform-to-platform in an attempt to rescue a kidnapped princess (or sister). Instead, in SV gamers might find themselves running away from a hostile group of sheep, soaring above the grasslands as a dog-biplane, swimming through swampy sewers, dodging spitwads – or worse. In a game that actually rewards players for insensitively killing helpless animals, anything is possible. Nothing is ordinary. Nothing can be predicted with any degree of accuracy. And that's ingenious game design.

Imagine Super Mario 64 with a touch more polish and you've got a good idea of what Silicon Valley looks like. Add fluffy sheep, mix in metallic reflections on certain objects, shimmering water effects, clean, colorful textures and a clearer image of the game comes into view. Top everything off with silly animation and real-time dynamic lighting effects. Not exactly in the same league as Banjo-Kazooie visually, but SV is miles ahead of most first generation titles and, everything said and done, looks just fine. No blur, no fuzz, no framerate drops. Sometimes simple is better.

"Ba-a-a-a!" That, folks, is not only the sound that the hover-sheep make, it's the breed's only available action save for jumping. What does it do? Nothing, but it's funny. So is the case for nearly all of the sound in Silicon Valley, whether it be the mocking laughter of the hyena, the squeaking wheels of the rolling mouse or the questionable noises that eject

themselves from the backside of the gas-passing rats. Dynamic music changes in volume depending on how close players are to the various speakers that are scattered about in each world. Yes, DMA even explains Silicon's in-game tunes by placing speakers in specific locations throughout a level. The closer a player is to one of the speakers, the louder the music and the more the Rumble Pak lets you feel the thumping bass of DMA's space age mambos. Blowing up a speaker brings the music to a dead stop in case you're wondering.

Space Station: Silicon Valley is everything that a great game should be. It's original, clever, addictive, witty, stylish and, more

than anything else, wonderfully fun. This is by no means another cute platformer. It's a twisted 3D puzzle-adventure disguised beneath a Mario-esque skin. Buy it because it's old-school gaming brought to the next level. Buy it because it's a breath of fresh air in an industry of clones and uninspired sequels.

Buy it because its got hovering sheep. But buy it.

EDITOR SYNOPSIS:

Matt

Plainly and simply, Silicon Valley is the most refreshing, inventive Nintendo 64 game in a long while. Don't judge it by its cover – there's much more to Silicon than cute graphics. Buy it or we'll send the sheep after you.

Peer

Paradroid meets Chucky Cheese. This is the sleeper hit of the year. You wouldn't guess it from its cutesy exterior, but Silicon Valley is witty, cleverly designed, and side-splittingly funny. Get it.

PRESENTATION		9
GRAPHICS		8
SOUND		9
GAMEPLAY		10
LASTING APPEAL		9

TOTAL - 9.5

F-ZERO X

TIME '00"21"70
BEST

980 km/h

F-Zero X takes pretty sorry screen-shots, but don't hold that against this instant classic. Other racers can learn a lot from this game's control and depth of gameplay.

Publisher: Nintendo	Developer: Nintendo
Players: 1-4	Saves on Cartridge

Even though you might think so by looking at the screen-shots, Nintendo's sequel to the Super NES classic **F-Zero** is no Xerox copy. Put together by a team of former **Wave Race** programmers under the tutelage of Shigeru Miyamoto, **F-Zero X** takes the essence of its precursor and adds a few twists and turns of its own. Players compete with hovering cars, seemingly inspired by '30s art-deco appliances like irons and street lamps, on floating tracks high up in the sky. Unlike in **Wipeout** or **Extreme-G**, drivers are unarmed and have to rely on competent driving and use of turbo boosts to outdo the competition. While the other cars don't blast you with missiles or mines, some do resort to ramming, causing you to hit the lethal track sides that deplete your energy. Once your energy is gone, your car explodes. But it's actually more complex than that, as your vehicle's energy also has a direct impact on your racing strategy. You can either preserve energy for your defensive shield, or use it to boost ahead of the competition by the press of a button. Every lap, players can replenish their energy reserves via special energy fields that are strategically placed on every track.

While most third-party racers struggle to come up with five distinct tracks, F-Zero X packs more than 24 tracks and 30 cars, most of which are hidden and have to be earned first. Although similar to the Mode-7 F-Zero, the polygonal tracks curve, twist and curl in the third dimension and rush by at such intense speeds, it's easy to forgive the lack of track detail. A few tracks feature very cool tunnels or pipes that enable full 360° movement, but there is no doubt that F-Zero's graphics are overall on the dull side. Instead of creating inspired locations and diverse environments to race through, Nintendo's mantra was "speed over detail." Sure, this would be disappointing in almost every other game, but in F-Zero X it seems strangely fitting. Like an athlete training for a lofty goal, Nintendo's programmers must have hit their keyboards with the sole intent to create something incredibly fast, impeccably smooth, and completely controllable. There are up to 30 cars on screen at the same time, racing along at a steady 60 frames per second — all with their own, independent AI, skidding into turns, bumping into each other and boosting out of harm's way. Then there are some of the extra features, such as a hidden track generator (X-Cup), a "ram the others off the road" mode, and a roulette function in the four-player mode. In case the 64DD ever gets released, Nintendo also added built-in "hooks" for an optional track editor that lets you create your own courses.

Unlike Wipeout, which takes a much more "hip" approach, the sound in F-Zero X is perfectly retro as well, with many of the original melodies streaming directly off the cart and rather basic sound effects. While we're on the topic of Wipeout —

Control
- gameplay
- speed
detail=F-Zero X

EDITOR SYNOPSIS:

BESTLAP
ENERGY

760 km/h

it's tough to compare F-Zero with weapons-based games like Psygnosis' stylish racer. F-Zero is all about unadulterated racing, and even though the speed rush isn't always as impressive as in Wipeout (mainly due to the lack of detail), it's still devilishly fast. The multiplayer modes don't slow down either, making F-Zero's four-player races easily the best on the system. On the other hand, the lack of a two-player GP mode is a disappointment.

The decision which N64 cyber racer to own isn't an easy one. F-Zero X will mostly appeal to older gamers who want pure racing over arcade frills and still have a soft spot for the original F-Zero, but most N64 owners will probably prefer the more '90s approach of the equally excellent Wipeout. F-Zero X is trying something new by offering something old: Simple, undiluted racing at the expense of visual presentation. This makes for a refreshing gameplay experience, but it's definitely not for everyone.

Peer

Playing F-Zero X is like looking at a portray painting of a woman from 1820. Sure, she may not look that hot compared with today's ladies, but there is no denying that she's got a whole lot of substance. I mean that in a good way.

Matt

F-Zero X's sense of speed is only outdone by its overwhelmingly smooth framerate. Admittedly, this game looks generic, but "it's the gameplay that counts," remember? And trust me, what F-Zero X lacks in graphics it more than makes up for in racing.

948 km/h   926
2   1
878 km/h   925 km/h
4   3

		7
		7
		7
		10
REPLAY VALUE		9

TOTAL — 9.1

extreme G XG2

Publisher: Acclaim	Developer: Probe
Players: 1-4	Password Saving Available

Extreme-G 2 improves on its predecessor in a number of areas, including bike designs, track graphics, visibility, control, music and sound effects. Unfortunately, the framerate was left behind.

H ot on the heels of **Extreme-G's** success last year, Acclaim releases a sequel that initially promises to improve over its predecessor in every aspect. **Extreme-G 2**, developed in the UK by Probe and licensed by Storm and Diesel, has better graphics, better sound, more tracks and a large selection of

Despite a number of cool features, Extreme G 2 can't quite keep up with the competition.

sleek cyber bikes — but when you add everything up, XG2 is not a better game than the first one. As a matter of fact, if it wasn't for some of the new features and the better track design, we would have given XG2 a worse rating than its predecessor. For those who haven't played Extreme-G, up to four players take control of futuristic, magnetic bikes and race against one another on a variety of planets. While racing is at the heart of the game, there are so many weapons and power-ups that shooting and destruction also become a major part of the gameplay experience.

Sounds good so far, right? So why do we sound disappointed with this sequel? We believe that there are two all-important factors in a fast-paced action racer that can make or break the game: control and speed. While XG2 theoretically pumps out speeds in excess of Mach 1, the framerate is often so choppy that the sense of speed the game is trying to accomplish is almost completely lost. In turn, control — which is generally improved over the first game — becomes guessing work when the screen stutter makes it impossible to judge your bike's exact position. While the Time Trials mode offers a relatively smooth experience, the heart of the game, the Contest (GP) Mode frequently slows down to a crawl when the other computer drivers are on screen. To make things worse, how much fun is it to blow someone up when the explosion causes such slowdown that you lose control of your bike? We would have gladly accepted some pop-up and less lighting and alpha-channeling effects for a more steady framerate.
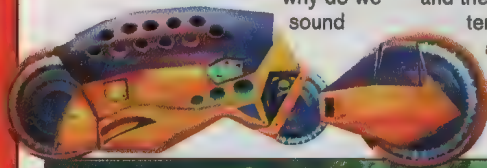
But XG2 has its strengths, too. The 12 lavishly decorated tracks and newly-designed vehicles beat both Wipeout's and F-Zero X's, and the new animated menu system is so well conceived artistically, it's easy to get stuck just messing around with the different options. The Time Trial Mode and the ability to go faster than the speed of sound with the help of turbo boosts (accompanied by an audible sonic boom that then drowns out all other sounds) literally save the game. Extreme-G fans also won't complain about the number of options: There are three versions of each track, 13 futuristic characters with their own bikes, and a number of powerful missiles, mines and gadgets. Like the original, XG2 also has a slew of multiplayer modes, but the inability to see where you're going on the smaller screens and the often much too low framerate put a severe damper on the gameplay fun. On a positive note, the new and improved Battle Mode featuring tanks is actually quite enjoyable once you get the hang of it.

But it's sad that a racer designed to deliver high speeds and intense weapons-based competition is best when playing alone or with the weapons switched off. Despite its shortcomings, XG2 is still a good racer — but with such strong competition in the same field, the Extreme-G series is dangerously close to losing its momentum.

LAP PAS 1/2 5/2 02:53

Peer

I really wanted this game to be great. But with all the glitz and fancy lighting, Probe seems to have forgotten that all that means nothing if it screws up the gameplay. I'll take draw-in or letterboxing over slowdown anytime.

Matt

Peer is exactly right. Look at F-Zero X: generic visuals and stunning framerate. Gamers love it. Extreme-G 2 is just the opposite: stunning visuals and no framerate. XG2 could have been so much more.
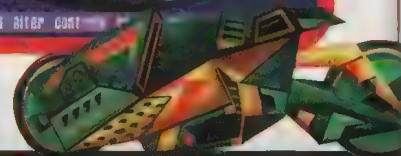
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TOTAL - **7.9**

VIRTUAL POOL 64

ACCESSORIES SUPPORTED

C rave's first so-called "niche title" is ready to go: **Virtual Pool 64**, put together by the talented folks at Celeris. If you're looking for a way to school your eye and learn how to become a professional pool hustler, this is it. Celeris managed to faithfully port over the sharp hi-res graphics of the PC version to create a simple, but good-looking N64 pool game. Never mind the optional room backgrounds. Purists will quickly switch them off and concentrate on what counts: The table, the cue and their balls. Once you start one of the nine different billiard types (8 Ball, 9 Ball, 3 Ball, 6 Ball, 10 Ball, Straight Pool, Rotation, One Pocket, and Bank Pool) you will immediately notice how good the physics engine really is. Celeris used floating point operations to guarantee extremely accurate ball collision trajectories and completely realistic table physics. Using the analog stick and the C buttons, players have complete control over force, spin and cue angle. VP 64 offers the usual array of options and modes, including Match Play, Tournament (from your local pub to the World Championship), Freestyle, and Shark Skins. While playing with two (or four, in Free Style) players is a lot of fun, learning some of the built-in trick shots (including hugs, jumps and curves) is probably the best recipe for making serious dough at your local pool hangout. We do have some minor quibbles: The music sucks, there is not much in the way of a pool hall atmosphere and like every VP title, the balls pull the old disappearing trick instead of visually falling into the pockets. Other than that, it's virtually perfect pool. If you don't have enough room for a pool table at home, this is a good (and cheap) alternative.

EDITOR SYNOPSIS:

Peer
A competent pool sim that's great for practice. But it's no replacement for a real, smoky pool hall.

Matt
Highly realistic pool sim with lots of options and pretty graphics. Still, why not just play the real thing?

PRESENTATION		7
GRAPHICS		8
SOUND		4
GAMEPLAY		8
REPLAY VALUE		8

TOTAL - 8.0

DEADLY ARTS

ACCESSORIES SUPPORTED

D eadly Arts is one of those titles that has been finished for ages, but its publisher has been delaying the game by the months. Released in Japan last March with the magical title **G.A.S.P!! Fighters' NEXTream** (you gotta love Japanese game titles...), Deadly Arts wasn't good then, and it isn't good now. Why is it so hard to make a decent 3D fighting game on N64? Let's look at some of Deadly Arts' features:

Two players choose from eight anime-style fighters and square off in about a dozen 3D arenas, ranging from a dark mine to a parking lot. The fighting system is a mixture of almost every fighting game out there. The environments are fully interactive, meaning you can shove someone into a wall or knock over a candle. If you're bored with the character selection, you can create a new fighter in the character editor and even train him/her. Sounds good so far, right?

Once you get to actually play Deadly Arts, you will notice that a lot of good features don't necessarily translate into a good game. In fact, Deadly Arts is a bad, bad game. The graphics are mediocre with a few absolutely hideous textures here and there. The fighting is too slow, the control lags terribly, the camera work is confusing, and the character designs are so utterly unappealing, we still can't believe this is a Konami game. Indeed, the only positive thing are the many New Age music tracks – but that's really about it. This should never have come out in the US.

EDITOR SYNOPSIS:

Peer
There is nothing artistic about Deadly Arts. Good ideas, weak execution. What a stinker.

Matt
Undescribably bad. Run away and don't look back. By comparison, a lobotomy is more enjoyable.

PRESENTATION		3
GRAPHICS		4
SOUND		3
GAMEPLAY		3
REPLAY VALUE		3

TOTAL - 3.2

WIPEOUT 64

Publisher: Midway/Psygnosis	Developer: Psygnosis
Players: 1-4	Memory Pak Required
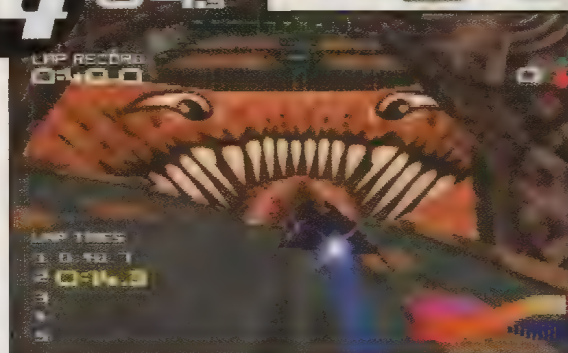
The prize for fastest racer on N64 goes to... With Wipeout 64, Psygnosis serves up a blazingly fast cyber racer that rivals even Nintendo's own F-Zero X.

A year ago, almost nobody would have guessed that a Sony-owned company would ever develop a game for the PlayStation's fiercest rival, the Nintendo 64. But that's exactly what happened with **Wipeout 64**. Once considered the driving force behind PlayStation's success, the hyper-fast hoverracer from UK-based software house Psygnosis has arrived on N64 — and it's a winner.

Originally inspired by Nintendo's own **F-Zero**, Wipeout adds weapons and ups the speed factor to create a much grittier and "hipper" racing experience. Players lay down their vehicle class (ranging from Vector; the slowest, to Phantom; the fastest), then select one of five sleek hoverships and race 15 other craft on a variety of twisting tracks. The selection of courses, a total of seven, ranges from the straightforward Klies Bridge to the murderous hidden track, Velocitar.
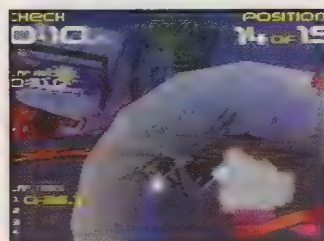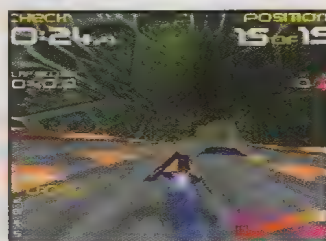
The sense of speed in Wipeout 64 is exhilarating. The ships boost through the environments at such high speeds that you will barely be able to make out the beautiful track detail. **Aero Gauge** almost seems like a go-kart race in comparison. While the high speeds could be a potential problem and impact the player's ability to stay in control (like in **Extreme-G**), Wipeout's vehicle handling and controls are so dead-on, that — if you're good enough — you won't crash into things. In that respect, Wipeout 64 is even improved over the original. The two airbrakes (Z and R) and the more forgiving impact physics that let you "ride the track railings" go a long way in making this game feel just right.

On the options side of things, Wipeout 64 forgoes the cliche

Featuring Goodnight Lover and Absurd by Fluke, and Bang On! by the Propellerheads.
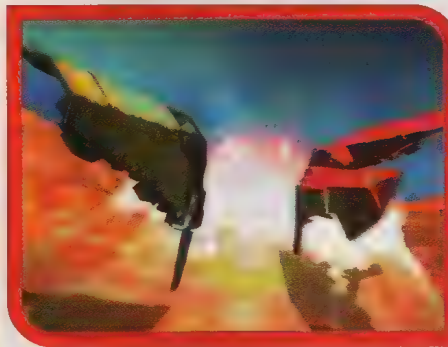
The tracks in the N64 version have all been designed from scratch, making the game an excellent choice for Wipeout veterans and first-time players alike.
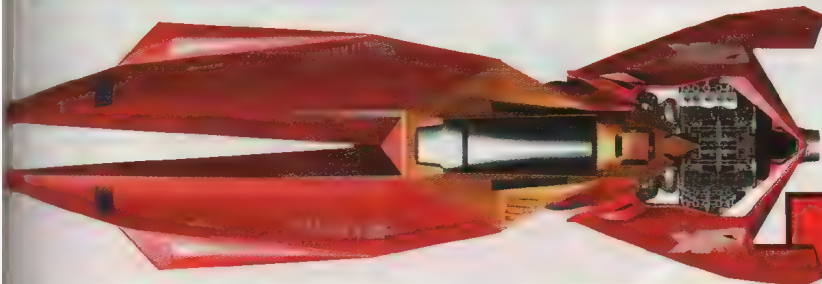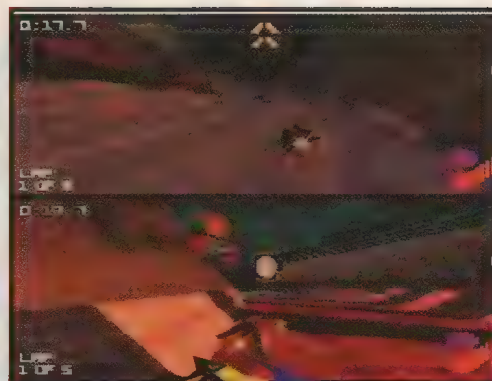
Grand Prix Mode in favor of the more original Challenge Mode. Players take on three different challenges: Time Trial (beat a target time), Race (receive a target ranking) and Weapon (take out certain other racers). The mode is aptly named, as only lots of training will let you advance to the higher challenges. If racing alone is not your game, Wipeout 64 also offers a well-executed multiplayer mode. The lightning-fast two-player mode stands out – partially because you go not only against a second player, but also computer drones. Unfortunately, the four-player mode suffers from slowdown and low framerates, but it's still playable.

The one-player mode, however, is perfectly smooth, despite the fact that there is quite a lot of detail on screen. On the downside, the game still has the same amount of draw-in found in the PSX original (despite the fact that the tracks were specifically designed for the N64). Still, it's better than pea soup fog.

On to the music. If there ever was a cult game series, Wipeout is it. Psygnosis likes to pride itself on the fact that it helped create the "Electronica" movement, and the company's dedication to continue that trend in Wipeout 64, despite the limitations of the cartridge format, is remarkable. Wipeout features three fully licensed techno tracks, Goodnight Lover and Absurd by Fluke, and Bang On! by The Propellerheads. In addition to these, PC Music created five original tracks that can hold their own against the "big guys." Once you hear the music accompanied by the glorious stereo sound effects, you won't even notice that they're slightly shorter than the originals. From the whizzing of the engines and the grinding rail sliding sound down to the eerie Amiga 1200 voice, Wipeout 64 will give your speakers a workout.

The arsenal in Wipeout 64 ranges from the popular "Quake Shockwave" to several new super-weapons that can take out some of the annoying computer drones with one shot.

Wipeout 64 comes across as a stylish, well-balanced racing experience that —out of all the cyber racers on N64 — provides the most speed for the buck. Even if you already own one of the PSX Wipeouts – get your hands on this game, if only for the new tracks, weapons and multiplayer modes. And if you only own an N64, well, then you can finally see what all the buzz is about. Highly recommended.

Peer

There I thought that F-Zero X was as good as it gets on N64. Wipeout is simply incredible. While I get annoyed at the load (sound decompression) time and the draw-in, the speed rush you get when playing it can't be beat.

Matt

Who would have thought that Wipeout could be done so well on Nintendo 64? This game is fast, beautiful and full of its own unique style. Recommended even over F-Zero X.

		9
		8
		10
		9
		8
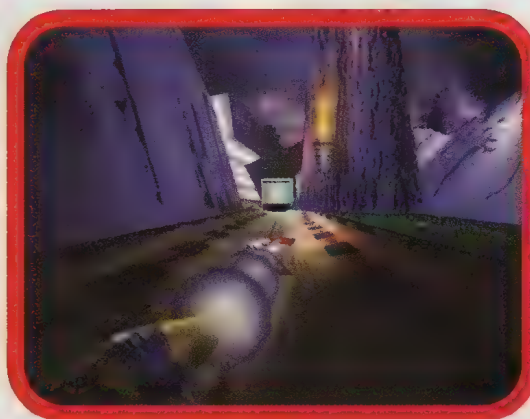
TOTAL – 9.1

BODY HARVEST

Publisher: Midway	Developer: DMA Design
Players: 1	Saves on Cartridge

The story behind the development of **Body Harvest** is almost as turbulent as the game's storyline itself. Created by Scotland-based DMA Design, the unique mix between shooter and adventure game originally started out as a Nintendo project. For reasons unknown, Nintendo eventually decided not to publish the game and Midway picked up the rights. Good move, Midway. Despite all the development delays and the so-so graphics, Body Harvest is an excellent title that no sci-fi fan should be without.

When roach motels and bug bombs aren't big enough, it's time to call the guy in the red suit.

Body Harvest's plot is reminiscent of classic science fiction movies such as *Invasion of the Body Snatchers*. The premise reveals that the human race is the perfect food for a race of nasty space bugs, and that we were planted on Earth by these aliens thousands of years ago. Now the cosmic farmers have returned, arriving at different points in history to reap what they've sown. By 2016 AD, when Body Harvest commences, there is hardly anyone left to devour. In the meantime, a small band of scientists aboard a space is planning to send genetically engineered soldiers back in time to take out the insect threat. But the station is attacked and only one soldier manages to get out alive. Our hero travels back in time and starts to liberate Earth from the invasion.

The gameplay is a fantastic mixture of action, shooting, driving and roleplaying. Players explore different time periods and locales (Greece 1916, Java 1941, America 1966, Siberia 1991, Alien Homeworld 2046), talk to the residents and jump into any vehicle they can find. See an old German WWII tank parked in an abandoned military installation? Jump inside and kick some alien butt. Is that a Harrier Jump Jet on the runway? Heheheh, it is! The ultimate objective is always the same: Protect the inhabitants from being munched by giant insect aliens. You can run, drive cars, tanks and boats, fly planes and helicopters, and most importantly, aim and shoot. But in order to access new areas, players have to solve some simple puzzles and fulfill objectives like saving a burning village with a fire truck or finding parts for a broken swamp boat.

Controls are simple. Targeting and vehicle control should be a cinch for anyone who has ever played a shooter or a driving game, but the graphical presentation is lacking. While DMA manages to set the stage with impressive level designs and cool vehicle graphics, the low framerates and foggy horizons clearly date Body Harvest as a first-generation game. Thankfully, the involved quest, sometimes frightening action, and outstanding sound and music more than make up for the lacking visuals.

Body Harvest is a much needed breath of fresh air in a stale genre. There is so much originality here, that it's really a shame that the graphics aren't quite on par. Nevertheless, we whole-heartedly recommend this game. Crank up the music and turn down the lights — and let the harvest begin.

Note that smaller children may be put off by the tense mood and violent nature of the game.

Players will often find themselves surrounded by bugs. Running away and looking for more powerful weapons is one solution. Well, it's what Next Gen would do. We fight with our teeth.

Now that's more like it! Once you get your hands on a tank, the odds aren't quite as bad as before. Anyone need a light?

EDITOR SYNOPSIS:

Peer

BH is the perfect example of a game that plays better than it looks. Even though there are camera and control problems, DMA managed to put together a spellbinding game that's like nothing you've played on the N64.

Matt

Body Harvest is like being trapped in a 1950's B-Movie starring giant insects. This game's addictive gameplay and creative atmosphere more than make up for its first-generation graphics. DMA does it again.

PRESENTATION		7
GRAPHICS		6
SOUND		9
GAMEPLAY		9
LASTABILITY		7

TOTAL - **8.4**

NHL 99

ACCESSORIES SUPPORTED

Publisher: EA Sports
Developer: EA Canada
Players: 1-4
Memory Pak Required

EDITOR SYNOPSIS:

Peer
This is awesome, despite the fact that it's only a more polished version of last year's PSX game.

Matt
The best hockey game for N64, hands down. A few flaws keep it from classic status.

TOTAL - 8.8

Two years after the release of the console, N64 sports fans finally get the hockey game they deserve. Courtesy of EA Sports comes **NHL 99** — hands-down the best ice hockey game for the platform. Graphically, this mixture of sim and arcade hockey is hard to beat. Sporting an "almost hi-res" medium resolution, NHL 99 looks sharp and beautiful. The arenas are rendered to perfection with lights and players casting reflections on the surface, and like in real life, the ice scratches during play and turns from shiny to dull. Player models are large and detailed, with accurate motion-captured animations. Gameplay-wise, EA Sports made sure NHL 99 has all the trimmings. There's role play (assign specific positions to individual players), directional passing, shot deflections, up-to-date stats, odd-man rushes, adjustable difficulty modes (don't bother with the easy setting — the goalies suck), and, of course, fighting. Although the N64 version is largely based on **NHL 98** for PSX and sadly won't feature the new coaching drills option and new regulations, it introduces a more polished AI system with multiple difficulty modes and on-the-fly strategy changes.

The game has everything going for it: excellent multiplayer gameplay, full NHL/NHLPA licenses, a solid game engine, fantastic sound effects and music, and an engrossing ambient environment. The only downsides: No variable speed settings, few goalie deflections, Clement's obnoxious commentary, and the fact that much of NHL 99 (N64) is based on last year's 32-bit version. But since the N64 rendition still looks and plays better and smoother than even this year's PSX version, this is really a moot point. A near perfect hockey game.

NBA Live 99

ACCESSORIES SUPPORTED

Publisher: EA Sports
Developer: EA Canada
Players: 1-4
Memory Pak Required

EDITOR SYNOPSIS:

Peer
Too bad NBA Live is so choppy. The gameplay is great, but a little too easy in one-player mode.

Matt
Ultimately better than Kobe, but framerates could have used some work. Still, top notch.

TOTAL - 8.0

Slowly but surely, EA is bringing all its major sports franchises to the N64. **NBA Live** on N64 has preserved much of the finely tuned gameplay of last year's PSX version — but it's not much of an advancement. Like with **NHL 99**, EA Sports had to create the engine from the ground up and none of the excellent "99" features of the PSX and PC versions have made the cut. Live also didn't receive many of the tweaking and graphics upgrades like the ones EA Sports implemented in NHL 99. Though the graphics are clean and sharp, the framerate is less than favorable, which in turn makes the animation look worse than it really is.

Sim fans will be thrilled about an excellent player creation mode, player drafts and trades, custom leagues, and fully licensed uniforms, arenas and teams (not to mention the ability to download new rosters from EA with the DexDrive). Don't think that the moniker "sim" automatically means slow, strategy-based gameplay. While you can still set your picks or concentrate on managing teams, the actual game plays very fast (despite the low framerate) with quick turbo sprints and lots of exciting dunks. Icon passing and defensive play work like a charm and the computer AI players block realistically on both sides.

In an attempt to satisfy arcade basketball fans, EA also added an arcade mode with wacky sound effects. Unless you've got a slightly weird sense of humor, we guarantee that you will play it only once, roll your eyes, then switch back to the normal modes. All in all, NBA Live on the N64 is not as good as the PC version, but it's a good rendition of last year's game. It speaks for EA's game designers that that's enough to make it the best hoops title on N64.

RUSH 2
Extreme Racing USA

Publisher: Midway	Developer: Atari Games
Players: 1-2	Password Saving Available

Rush 2 is best when driving over rooftops and pulling off extreme jumps. Even though the new "alternative" tracks are cool, they aren't quite as fun as the city courses.

The Rush franchise is all about catching air, spinning into a 360, bouncing off a wall or two, crashing through a window, flipping over into an intersection and then landing smooth as silk only to continue driving. San Francisco Rush for Nintendo 64 is widely considered one of the best racers for the console because of its airborne antics and unbelievable, out of control crashes, jumps and off-route secret paths. But how do you top a game that lets players soar over skyscrapers and race through giant loops? With a sequel of sorts, of course, which brings us to **Rush 2: Extreme Racing USA**.

You can forget about getting any work done when you near the word "Russsssshhhhh."

Rather than limit itself to one fog-engulfed city, Atari Games has opted to let players race through a dozen popular locations across the United States including Hawaii, Los Angeles, New York, Las Vegas and an updated version of Alcatraz. Additionally, Rush 2 features tracks specifically designed for the not-so-serious racer in all of us; tracks made with one purpose in mind: goofing off. Courses like Crash, in which players can race up and down walls, and Pipe, a track that delivers full freedom to go anywhere in a looping maze, will definitely grab the attention of Rush fans everywhere. But the real fun comes into play with the game's Stunt track, which is nothing more than a huge open area with all kinds of different jumps, ramps, platforms and bumps to send cars twirling in every direction. Atari Games has also implemented a system that awards players points (as well as crowd cheers) for landed stunts and spins. This simple addition increases the replay value greatly. Also, the outstanding two-player mode present in SF Rush is back for one more go around, tag option included.

But not all is well in Rush land. Some of the franchise's hard-core following may be turned off by the fact that Rush 2, save for a few courses, puts much more emphasis on actual racing than it does performing tricks and searching for hidden paths. Las Vegas for example, one of the game's earlier tracks, is as straight forward as racers come — there's literally no off-road mayhem to be had, which, in our opinion, is a shame.

On the other hand, those turned off by SF Rush's decidedly unresponsive handling will be happy to know that Atari Games has significantly tightened things up for Rush 2. All of the game's 16 vehicles (plus five hidden) are fully customizable, from color scheme, tires, rims, and stripes to torque, engine and horn sound. Taking turns,

Rush 2 has an improved racing engine, better sound and even more hidden goodies. Sadly, half of the tracks aren't as inspired as SF Rush's.

an aspect of the original that wasn't possible without first mastering the "powerslide" (reverse) button, can now be done with the analog stick thanks to tweaked handling.

Visually, Rush 2 isn't much improved over the original, but it does boast some flashy new textures as well as beautiful vehicle designs and effects. All cars now feature specular highlighting and reflections, which gives them that 3DFX-like appearance present in the arcades. Luckily, the game sounds drastically different from SF Rush, which is an absolute blessing. Gone are the screeching, rhythmless songs of old. Instead, standard techno and jungle beats. Thank you, Atari Games.

Rush 2: Extreme Racing USA in many ways improves upon San Francisco Rush. The game features more vehicles, more tracks, tighter control, a faster sense of speed and better graphics. All of that should make up for one great game, but because it lacks a bit of that sense of go-anywhere-and-jump-anything freedom, well, everything just doesn't click as well as it should. Rush fans will no doubt still love this game, but whether or not it's better than the original is up for grabs.

EDITOR SYNOPSIS:

Matt

Rush fans definitely have something to be happy about. Rush 2 features an improved racing game and, even better, an addictive "stunt" mode that never quits. Be warned: you may never sleep again.

Peer

Rush 2 is a much more balanced racer than the first one. No longer is looking for secrets more fun than the actual racing. This time both features are equally well represented. Easily the best feature is the two-player stunt mode. You will play this one again and again.

SELECT CAR
Cruiser

PRESENTATION	7
GRAPHICS	7
SOUND	8
GAMEPLAY	9
LASTABILITY	9

TOTAL - 8.9

TWISTED EDGE eXtreme snowboarding ™

Twisted Edge can't deny its Top Gear Rally heritage. But while the graphics are clean and smooth, Twisted Edge just isn't as exciting as most snowboarding games.

Publisher: Midway/Kemco	Developer: Boss Game
Players: 1-2	Memory Pak Required

At first glance, **Twisted Edge Snowboarding** may deliver an underwhelming sensation of déjà vu. Not only does the Boss Game-developed title boast an incredibly familiar premise to Nintendo's **1080° Snowboarding**, but the two games share a similar look and design. However, TE is more than a 1080 knock-off. In development long before 1080's release, Boss' snowboarder serves up a refreshing, far less serious approach to the sport with more emphasis on tricks and catching air than racing. Unfortunately, despite an excellent trick system and some top-quality tunes, TE fails to live up to Nintendo's own snowboarder

Like in real life, it's a that snow-boarders don't smash into crashed UFOs.

Twisted Edge Snowboarding features a multitude of courses plus one "Big Jump" for a total of seven playable tracks in all. Each course, depending on what setting it's played on, has three variations of length and difficulty adding to replay value. Boss Game, rather than delivering a snowboarding sim of sorts, opted to go with a more humorous, less realistic style that has players boarding over fallen UFOs in addition to the standard lot. Catching air happens much more often than in 1080. In fact, soaring upwards in TE is a lot like **San Francisco Rush**, as boards seem to float forever allowing players adequate time to perform a variety of tricks. Unfortunately, because of this, the game often feels slow and, sometimes it can be downright tedious regaining speed after bailing. Tricks and stunts, on the other hand, are probably the one aspect of Twisted Edge that is truly better than Nintendo's own boarder. Boss has created an excellent trick system that is not only more intuitive than 1080's, but allows for combos, serves up a greater selection and is, once learned, much more satisfying.

Also, the game, in single-player mode, has three computer-controlled boarders on-screen, too — something 1080 doesn't offer. That and TE's multiplayer feature keep the replay value fresh and fun for a good while. Too bad Boss Game Studios couldn't pull off a four-player mode, though.

The game boasts more than 20 selectable boards and, like in 1080, features a handful of riders from around the world. TE's wacky style carries over into the look of its boarders, which are decidedly cartoony in spite of their hip, punk appearance. Girls with piercings and tank-tops, guys with beanies and sunglasses — the snowboarding "look."

Unfortunately, Twisted Edge, while pretty, isn't in the same league visually as 1080 Snowboarding. The game's ice-reflections look stunning, but animation is too stiff and everything comes off rather barren. The little details like 1080's powdery snow-effects just aren't here, which is a shame considering Boss' technical expertise.

The music in TE, a mixture of funky bass lines and short guitar riffs, is a nice change from the standard techno tunes. After listening for just a few minutes, it's absolutely indisputable that the band Primus was a source of inspiration. It works well on Nintendo's hardware and we wish more developers would go this route.

Twisted Edge is an above average snowboarding game. Unfortunately, above average simply isn't good enough when the competition is Nintendo's 1080. The game's wacky approach is admirable, but its floaty feel can be frustrating and it lacks the visual finesse of 1080. A good rental, but you may want to think twice before buying.

INTERVIEW

We called Boss' technical director Rob Povey up on a Saturday night at 10: 06 and asked:

Q: What the hell are you doing at work so late on a Saturday night?

Rob: Finishing Twisted Edge Snowboarding. I'm fixing some stupid bugs that we should have never put in there, really.

Q: Is there a Canadian Snowboarding mode in Twisted Edge?

Rob: That would be telling, wouldn't it? Actually, it has been suggested by numerous people on numerous occasions, but...

EDITOR SYNOPSIS

Matt

Twisted Edge is a solid snowboarding game that's simply not as good as Nintendo's own. Huge, expanding levels, tons of boards and a more floaty feel definitely warrant, if nothing else, a rental. Give it a try and see if you like it.

Peer

After playing 1080 to death, I had a hard time getting used to the more floaty control scheme. Let's face it, boarders move their legs, they don't just tilt sideways. Luckily, TE gets better as you explore the trick system, but it just never feels as good as 1080.

PRESENTATION		7
GRAPHICS		7
SOUND		8
GAMEPLAY		7
TOTAL VALUE		8

TOTAL - **7.4**

WCW/nWo REVENGE

Publisher: THQ	Developer: Asmik/Aki
Players: 1-4	Saves on Cartridge

As you can see, Revenge features PSM's Blake Fischer as referee Mark Curtis. Oddly enough, Blake has long wanted to wrestle professionally, but his cursed physical state won't allow it.

Last year THQ released **WCW/NWO World Tour** for N64 and the game was an overwhelming success. Created by Japanese developer Asmik, World Tour's unique "grappling" system made wrestling intuitive and easy as moves could be performed on the fly, but the game didn't much in the ways of presentation. This year THQ is back with a sequel of sorts, dubbed **WCW/NWO Revenge**, that takes the original engine to new heights with commendable gameplay additions and graphic enhancements.

Gather four of your best friends and get ready to battle it out with more wrestlers and options than ever.

If Revenge were to be summed up in one word it would most definitely have to be "variety." The huge 16MB (128 megabit - twice the size of the original) cartridge is loaded with more than 80 characters. Here are just some of the
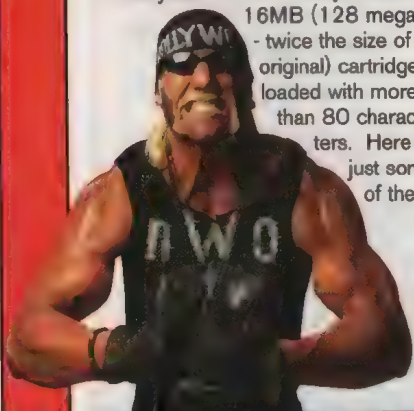
wrestlers you can expect to see in the title: Hollywood Hogan, Stevie Ray, Kidman, Kanyon, Bret Hart, Giant, Bryan Adams, Scott Hall, Eric Bischoff, Kevin Nash, Sting, Lex Luger, Buff Bagwell, Raven, Macho Man Randy Savage, Goldberg, Disco Inferno, Rick Steiner and much, much more. Revenge also features the August '98 roster so expect the most up-to-date wrestling changes (unfortunately, the Warrior didn't make it in, though), but the game's selection isn't limited to wrestlers. Players can do battle in a number of arenas — from Monday Nitro to Souled Out, Super Brawl, Bash at the Beach, Halloween Havoc and Starcade. Each ring resembles its real-life counterpart so closely that it's almost scary.

Gameplay-wise, Revenge has seen quite a bit of improvements over World Tour. For example, players can now fight 40 wrestlers consecutively. After one wrestler is defeated, another enters and slides into the ring. The onslaught continues until the player loses or all wrestlers are defeated. That's an afternoon in itself. The four-player Battle Royale, a mode that doesn't remove defeated players from the game entirely, but bans them from the ring where they are free to wreak havoc all around it, is still the best part of the game. Revenge also features more weapons that any other wrestling game to date.

Beat opponents senseless with hidden briefcases, stop signs, trashcans, chains, pipes, chairs, tables, bats and more. Unlike in the original, players can actually bring weapons into the ring now for more brutality. That means slamming a chair down over your friend's head

in a four-player match as your other buddy kicks him down. You know you want it.

One of the most impressive new additions in Revenge is the wrestler's entrances. That's right, your favorite wrestler now makes his entrance to various arenas equipped with crowd cheers, generic theme-music and other various goodies including ringside backgrounds that spray fog, erupt fire and the like. Wrestlers don't look nearly as cartoony as they do in World Tour thanks to new face texture-maps, but the polygon flicker and clipping is still there. Even the crowd graphic, normally one of the ugliest elements of N64 games, has been improved. It now animates and, believe it or not, actually looks very good. While you can't build your own wrestler like in **WWF Warzone**, Revenge does feature a neat little costume editor that lets you adjust face paint and tweak outfits.

Even with all the additions though, we can't help but wonder if Revenge is really all that different from World Tour. Both games, for the most part, look the same (still no soft-skinning), and both games play very similar. Sure, there are more wrestlers, improved graphics and some worthy gameplay enhancements, but had this been a PC game, Revenge just as easily could have been a patch to the original.

Matt

Updated graphics, more wrestlers than ever before and loads of style. Asmik's engine, despite a good polishing, shows its age more than ever, especially when compared to Warzone. That said, Revenge still has quite a bit to offer and no WCW fanatic should be without it.

Peer

Revenge is an improvement over World Tour and the four-player action is as good as it gets. While it still doesn't feel responsive enough, THQ has tweaked the engine and delivered more on all levels. If you own World Tour, I suggest trading it in for this one — but it doesn't make sense to own both.

TOTAL — 8.0

Jeffery Nelson says: "sTOnecol is stil betar!"

GLOVer

Publisher: Hasbro Interactive	Developer: Interactive Studios
Players: 1	Saves on cartridge

Hasbro's recipe for a charming platformer: A happy mixture between the Pillsbury Doughboy and "Thing" from the Addams Family. Just add balls.

W e have fought a giant dragon as a fat plumber trying to save a princess. We've climbed a dank and dark tower as an animal duo to save a bear sister. We've swung around platform worlds as a mutated chameleon, wrecked balls, and even helped a gecko rescue cable TV. What else could there possibly left to do? Okay, here it goes: You're a magical wizard's glove who has to retrieve lost power crystals that have been transformed into rubber balls and fight your evil twin glove to break the spell that turned your master into a pretty fountain. What sounds like the ramblings of your mad three-year-old cousin Joey is indeed the story behind Hasbro's first N64 game: Glover.

What really happened to Michael Jackson's other glove...

Good thing Glover has enough gameplay to back up its crazy story. Instead of just doing Mario 64 with a glove, British developer Interactive Studios borrowed gameplay elements from such classics as **Marble Madness** and combined them with old-fashioned platform gameplay. Players still control the cute little glove Mario-style, jump, climb, push, and even slam things into the ground — but that's where the similarities end. In order to make it through the huge seven worlds (divided into more than 20 levels), Glover must find the crystal-turned-balls and safely bring them to the exits. As soon as Glover takes control of a ball, he no longer walks, but rather rolls the ball forward, and in order to jump, Glover needs to dribble the ball higher. Things get even more tricky once you have to jump from one platform to the next. Glover must now throw the ball first, then jump over and grab the ball again. Naturally, there are plenty of bad guys that try to get their hands on the ball or kick it off the edge of the world into an endless nothingness. Then there are the different types of balls. Turn the rubber ball into a metal ball and it will sink in water. Turn it into the crystal form and it will get you double points but shatter easily. Transform it into a bowling ball... Well, you get the picture. The gameplay in Glover is so original, we could spend pages just describing how it works and what moves Glover can pull off.

Glover's graphics and sound are impressive when compared to games like Gex or Chameleon Twist, but they don't quite live up to first-party standards. The overall framerate isn't always smooth, making the control a little harder than it should be, and certain levels feature some distant draw-in — but Glover makes up for those problems by delivering well designed puzzles, enjoyable bonus levels, and beautiful ball physics. The different balls react to the environments just like they should. The rubber ball bounces off walls and loses air when hitting spikes, the metal ball is attracted to magnets and rolls faster, the bowling ball feels heavy and can't be thrown very far, and so on. In the later levels, Interactive Studios also throws snow into the equation. As you roll the ball through the winter landscape, snow will stick to it and slowly increase it in size until it's impossible to roll any further. Apart from being a great effect, it influences gameplay as the snow prevents you from transforming the ball into another form.

The game is full of such clever details — which is one of the reasons why we wholeheartedly recommend it to any fan of platform games. Unless you're so tired of 3D platformers that you don't want to lend Glover a hand, you should definitely get your fingers on this one (ouch, pun city). A charming, refreshingly original entry into 64-bit gaming for Hasbro and Interactive Studios.

EDITOR SYNOPSIS:

Peer

This one completely took me by surprise. Sure, it's not technically as impressive as Rare's offerings, but Interactive Studios has avoided the obvious (copying Mario) and created a fun, highly original platformer. Good job.

Matt

Hey — any game that pits players as a walking, jumping glove is A-OK in my book. Honestly, Glover is a lot of fun. Great gameplay mechanics easily overshadow the title's simplistic graphics. Definitely a sleeper hit in the making.
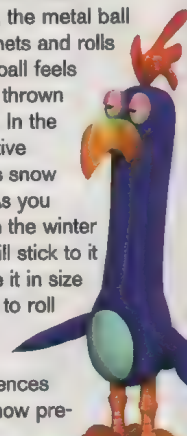
TOTAL - 8.3

S.C.A.R.S

Publisher: Ubi Soft   **Developer:** Vivid Image
Players: 1-4   Memory Pak Required

ACCESSORIES SUPPORTED

The texture colors are so vibrant and there are so many transparency effects, one wonders what Vivid is doing different from other developers.

With S.C.A.R.S, first-time N64 developer Vivid Image dishes out a furious action racer that not only looks great, but has plenty of gameplay to boot. Set in the year 3000, the world's computers are getting bored with calculus and spreadsheet programs. What to do?

Strange Cars And Rat Soup. Soraic Crash At Rapid Speeds. Strangle Cat After Restroom Stop.

Get rid of all humans and engage in weapon-equipped, virtual off-road races with animal-based cars, of course!

Up to four players go head-to-head on 10 gorgeous tracks, ranging from a snowy mountain with ski lift to a futuristic military base, complete with UFOs and translucent bridges. Although S.C.A.R.S is Vivid Image's first Nintendo 64 title, the London-based developer managed to squeeze smooth framerates, vibrant colors and unprecedented lighting effects out of the hardware that put even Rare's efforts to shame. Especially the night races, where the tracks are illuminated only by street lanterns and the racers' headlights, are a sight to behold.

But S.C.A.R.S isn't only about eye candy. Vivid Image can look back on years of experience in creating addictive multiplayer racers, such as Street Racer (Super NES) — and S.C.A.R.S doesn't disappoint in this respect. During the races, players can pick up weapons and power-ups to boost ahead or take out the competition. You will find turbos, "hot potato" time bombs (toss them back and forth until they explode), barriers, magnets, missiles, and more. The one-player mode is already challenging enough, but plug in three more controllers and you will be playing into the wee morning hours. Sick of playing the same old Grand Prix over and over? Create your own by picking and choosing the tracks and take on your friends.

Unfortunately, S.C.A.R.S isn't without its share of problems. While there are plenty of shortcuts, there are equally as many invisible barriers that keep you from leaving the tracks. As a matter of fact, unless you get really good at hand-brake turns, you will meet with many "sticky" walls that detract from the overall racing feel. And

impressive as the graphics are, the sound is simply atrocious. Instead of coming up with engine sounds that fit the animal-based vehicles, the racers in the game all sound like the same dying lawnmower. In the end, those gripes don't spoil the gameplay fun, but they keep S.C.A.R.S from becoming an instant classic. Still, if you're bored with **Mario Kart 64** or **Diddy**, you've got to try this game.

EDITOR SYNOPSIS:

Peer
Vivid Image has put together a good-looking battle racer that only has a few flaws: invisible walls, the infamous dither filter, and horrendous sound. But once you get used to it, you will find a rewarding, highly addictive game.

Matt
SCARS is an extremely pretty racer, and especially impressive as Vivid Image's first Nintendo 64 title. Invisible walls and a sometimes lacking sense of speed are the only things keeping this one from classic status. Definitely worth a try.

Despite the cutesy sounds and animal-based cars, S.C.A.R.S is a gritty looking racer with incredibly realistic lighting effects.

TOTAL - 7.9

What does S.C.A.R.S really stand for - http://ign64.ign.com
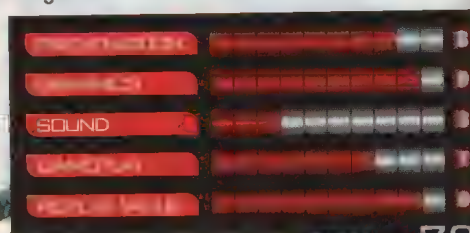
THE RATINGS

0.0-0.9: Terrible. Vomitous. May cause death.
1.0-1.9: Highly hazardous. Expensive doorstop.
2.0-2.9: Don't Buy. Ever. Don't rent, either.
3.0-3.9: Still pretty bad. Have your friend rent it.

4.0-4.9: Rent it for a day, but don't tell anyone.
5.0-5.9: Rentable. Fun for a while. Get's old quickly.
6.0-6.9: Decent, but not for everyone. Rent first.
7.0-7.9: Pretty good. Some minor flaws. Buy.
8.0-8.9: Top quality. Approaching classic status.
9.0-10: Amazing. Revolutionary, must-have game.

Gamers Guide

Looking to buy a new game, but you don't know which one? No problem. Check out our quick and easy alphabetized chart that lists every available US N64 title (except special editions), complete with genre, publisher and rating.

Game	Publisher	Genre	Rating
1080 Snowboarding	Nintendo	Racing	8.6
Aero Gauge	Ascii	Racing	5.2
AeroFighters Assault	Video System	Action	5.0
All-Star Baseball '99	Acclaim	Sports	8.2
Automobili Lamborghini	Titus	Racing	7.0
Banjo-Kazooie	Nintendo	Platform	9.6
Bio Freaks	Midway	Fighting	6.4
Blast Corps	Nintendo	Action	9.0
Body Harvest	Midway	Action	8.4
Bomberman 64	Nintendo	Platform	7.6
Bomberman Hero	Nintendo	Platform	6.0
Buck Bumble	Ubi Soft	Action	7.0
Bust-A-Move 2	Acclaim	Puzzle	8.0
Chameleon Twist	Sunsoft	Platform	6.5
Chopper Attack	Midway	Action	5.6
Clay Fighter 63 1/3	Interplay	Fighting	3.7
Cruis'n USA	Nintendo	Racing	4.0
Cruis'n World	Nintendo	Racing	6.5
Dark Rift	Vic Tokai	Fighting	5.4
Deadly Arts	Konami	Fighting	3.2
Diddy Kong Racing	Nintendo	Racing	8.4
Doom 64	Midway	Action	7.4
Dual Heroes	Electro Brain	Fighting	2.2
Duke Nukem 64	GT Interactive	Action	8.0
Extreme-G	Acclaim	Racing	7.9
Extreme-G 2	Acclaim	Racing	7.9
F-1 World Grand Prix	Video System	Racing	8.7
F1 Pole Position	Ubi Soft	Racing	4.1
FIFA Soccer 64	EA Sports	Sports	4.2
FIFA: Road to World Cup	EA Sports	Sports	7.7
Fighters Destiny	Ocean	Fighting	8.0
Forsaken 64	Acclaim	Action	8.0
F-Zero X	Nintendo	Racing	9.1
GT 64 Championship Ed.	Ocean	Racing	3.9
Gex: Enter the Gecko	Midway	Platform	5.7
Glover	Hasbro	Platform	8.3
GoldenEye 007	Nintendo	Action	9.7
Hexen	GT Interactive	Action	3.7
Iggy's Reckin' Balls	Acclaim	Platform	6.9
Int. Superstar Soccer 64	Konami	Sports	9.0
Int. Superstar Soccer '98	Konami	Sports	9.1
Jeopardy!	Take 2	Simulation	3.8
Killer Instinct Gold	Nintendo	Fighting	6.5
K. Bryant in NBA Courtside	Nintendo	Sports	7.6
Mace: The Dark Age	Midway	Fighting	7.1
Madden 64	EA Sports	Sports	7.8
Madden NFL 99	EA Sports	Sports	8.5
MLB Ken Griffey Jr.	Nintendo	Sports	7.7
Mario Kart 64	Nintendo	Racing	8.1
Mike Piazza's StrikeZone	GT Interactive	Sports	3.0
Mischief Makers	Nintendo	Platform	6.2
Mission: Impossible	Ocean	Action	6.6
Mortal Kombat 4	Midway	Fighting	8.8
MK Mythologies: Sub-Zero	Midway	Platform	3.0
Mortal Kombat Trilogy	Midway	Fighting	4.1
Multi Racing Championship	Ocean	Racing	6.4
Mystical Ninja Goemon	Konami	Platform	7.6
NASCAR 99	EA Sports	Racing	7.0
NBA Hangtime	Midway	Sports	5.4
NBA In The Zone '98	Konami	Sports	4.7
NBA Live 99	EA Sports	Sports	8.0
NFL Blitz	Midway	Sports	9.1
NFL Quarterback Club '98	Acclaim	Sports	7.8
NHL 99	EA Sports	Sports	8.8
NHL Breakaway '98	Acclaim	Sports	7.4
Nagano Winter Olympics	Konami	Sports	4.2
Off-Road Challenge	Midway	Racing	2.5
Pilotwings 64	Nintendo	Simulation	8.2
Quake	Midway	Action	8.0
Quest 64	THQ	RPG	5.9
Rampage World Tour	Midway	Action	4.9
Robotron 64	Crave	Action	6.9
Rush 2	Midway	Racing	8.9
San Francisco Rush	Midway	Racing	8.9
S.C.A.R.S	Ubi Soft	Racing	7.9
Snowboard Kids	Atlus	Racing	8.0
Space Station Silicon Valley	Take 2	Platform	9.5
Star Fox 64	Nintendo	Action	8.7
Star Wars: SotE	Nintendo	Action	6.5
Super Mario 64	Nintendo	Platform	9.7
Tetrisphere	Nintendo	Puzzle	8.0
Top Gear Rally	Midway/Kemco	Racing	8.4
Turok: Dinosaur Hunter	Acclaim	Action	8.6
Twisted Edge	Midway/Kemco	Racing	7.4
Virtual Chess 64	Titus	Strategy	7.7
Virtual Pool 64	Crave	Sports	8.0
WCW/NWO Revenge	THQ	Sports	8.0
WCW Vs. NWO: World Tour	THQ	Sports	7.5
WWF Warzone	Acclaim	Sports	8.5
Waialae Country Club Golf	Nintendo	Sports	5.8
War Gods	Midway	Fighting	4.3
Wave Race 64	Nintendo	Racing	9.7
W. Gretzky 3D Hockey	Midway	Sports	7.1
W. Gretzky 3D Hockey '98	Midway	Sports	5.8
Wetrix	Ocean	Puzzle	8.4
Wheel of Fortune	Gametek	Simulation	6.4
Wipeout 64	Psygnosis	Racing	9.1
World Cup 98	EA Sports	Sports	8.8
Yoshi's Story	Nintendo	Platform	7.0
Z Eyetat	Diep Soft	Typo	0.1

WCW Nitro 64

Wa-hey! We're not sure what's going on here, but it definitely doesn't look manly.

Wrestling lovers rejoice! Developer Inland Productions took the tried-and-true wrestling engine of **WCW Nitro** for PlayStation, optimized it, enhanced it, sped it up and gave it an exterior make-over. The result is **WCW Nitro 64**, the third and most ambitious N64 wrestling offering to date from publisher THQ. You might be thinking to yourself, "OK, so THQ repackaged **WCW/NWO Revenge** and slapped a new name on it." You couldn't be more wrong. Nitro is not only made by a different developer, but it utilizes a completely different gameplay engine that's both more arcade-like and significantly faster.

Nitro 64 puts THQ's WCW license to full use with more than 60 official wrestlers including the likes of Goldberg, Hollywood Hogan, Curt Hennig, Kevin Nash, Macho Man, Buff Bagwell, Brittish Bulldog, Raven, Sting and more. The game also features nearly 20 licensed wrestling arenas, among them special pay-per-view rings and hidden specialties. Additionally, Nitro 64 boasts an impressive selection of different gameplay modes - Exhibition, Tournament, Battle Royal and a four-player Tag Team, to name just a few. Like WCW Revenge, Nitro 64 is all about variety.

Speaking of which, each wrestler also sports his own impressive array of deadly moves, including signature blows and slams. Furthermore, Inland Productions has gone the extra mile to ensure that each polygonal model resembles the wrestler it's mimicking from head-to-toe complete with attitude and all.

Inland Productions stresses that Nitro for Nintendo 64 runs much faster than its PlayStation predecessor. The idea behind boosting the game's speed, according to THQ, was to create a non-stop, action-packed wrestling fest of sorts that delivers a higher level of intensity than other games of the genre.
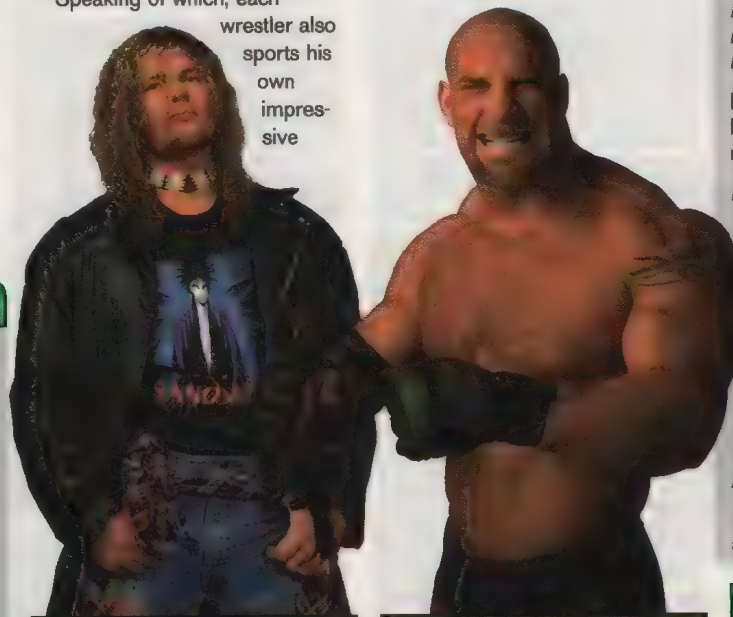
INTERVIEW

IGN64 talks with the "The Man" himself, Bill Goldberg, in this unique interview.

IGN64: Have you ever killed a man?

Bill Goldberg: Have I ever killed a man or have I ever wanted to kill a man?

IGN64: Both.

Bill Goldberg: I haven't ever killed a man, but I've wanted to many, many, many times. Guys just thinking they're somebody that they're not. Disrespect is my biggest pet-peeve.

IGN64: Who do you think would win in a fight: you or Godzilla?
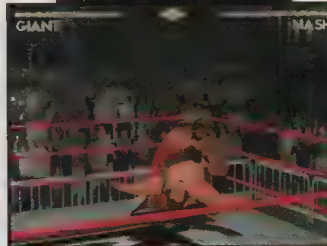
Bill Goldberg: Oh man, it just depends. If he opens up and lets me spear him I think I got a chance.

IGN64: Supposing Jean-Claude Van-Damme, Jackie Chan, Jet Li, Arnold Schwarzenegger and Sylvester Stallone all teamed-up on you at the same time, who do you think would win in a fight?

Bill Goldberg: I'd still have to say me. Arnold's old. Jackie is too small and Jean-Claude is a bit fruity.

IGN64: Are the rumors true that you have rabies?

Bill Goldberg: Rabies? No. I got rid of them.

IGN64: What objects do you most enjoy beating your opponents senseless with and why?

Bill Goldberg: My head, only because it's the hardest part on my body.

IGN64: Have you ever been in touch with your feminine side and can you elaborate?

Bill Goldberg: First of all no, I don't have a feminine side. I've never been in touch with it. And the day I get in touch with my feminine side is the day I retire.

IGN64: Has your physicality ever caused a grown man to piss himself?

Bill Goldberg: Not yet, but I'm sure it will.

OUTLOOK

WCW Nitro has it all. Tons of wrestlers, rings and moves – all with a blazing sense of speed and enhanced graphics. It plays much differently than either WWF Warzone or WCW Revenge too, so there's no reason all titles can't co-exist quite nicely.

Publisher:
Psygnosis

Developer:
Psygnosis France

Players:
1

Available:
Q1 '99

ODT

Looks like ODT's designers read a little too much Jules Verne and Le Garage Hermetique. Or is that a Hilfiger jacket?

Depending on who you ask, you will hear two different explanations of what **ODT** really stands for. The official company line at Psygnosis is that it's short for "Or Die Trying." But that's not the real reason why the game's developer, Psygnosis France, chose the name. According to producer Jean-Baptiste Bolcato, ODT sounds like the French word for "Oddity."

Click here to see hot N64 shots of it. Or not. What ever, pal. No biggie.

A more fitting title, as it turns out. To say the second N64 title from the **Wipeout** developer is odd is an understatement. Adventure, action, RPG — imagine three genres all rolled into one under the umbrella of a **Chaos Engine** 3D of sorts.

ODT deals with a strange epidemic that is killing the inhabitants of the town of Calli on the planet of Tonantzin. The troubled city sends out the brave pilot Captain Lamat and his crew to find the only cure, a magical green pearl. Unfortunately, his airship crashes in the most uninviting stretch of the planet, throwing Lamat's team right into the middle of monster-infested Hell.

The first major difference between ODT and your typical 3D action/explorer is the game's RPG-inspired selection of playable characters. You can choose to be either Ike Hawkins (soldier), Julia Chase (fighter), Maxx Havok (mercenary), or Solaar (magician). Depending on which character a player selects, the gaming outcome may vary. For example, the wizard, who may not possess the maneuvering skills of the mercenary, may need to find an alternate route around an area that the mercenary could scale with ease. Likewise, a mercenary may have trouble dealing with an obstacle that requires a magical presence, in which case the wizard would be very beneficial.

ODT is divided into eight levels, each with around seven completely non-linear stages, meaning all the areas are somehow connected and can be revisited at any time. Players can master 16 different spells and use four weapons that enable hand-to-hand combat — with nine power-levels each. Additionally, the game features a dash of RPG-like elements with its own player-management system, constitution, weapon control and spirit abilities.

Using an advanced 3D polygonal engine with real-time lighting effects and morphing, Psygnosis has created dark, ambient environments that are fully interactive. Each character in the game is motion-captured for a broad range of realistic movements right down to any special maneuvers. More than 40 deadly enemies populate the game's dungeon-like worlds at every turn, just waiting to sink their teeth into you. Judging from the still early N64 version, the design is very ambitious — and very French. The character designs closely resemble the art of popular comic book author Moebius, and the environments possess that certain Jules Verne retro-future look. No wonder then that Captain Lamat has more in common with Captain Nemo than with a space trav-

elling astronaut. The name of his ship: The Nautiflyius.

If everything goes according to plan, the ODT team should be able to finish the game in time for a Spring '99 release. Or die trying.
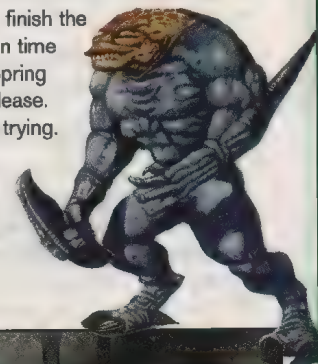
We don't know how Psygnosis pulled it off, but ODT's bosses are even bigger and meaner than IGN64's bosses.
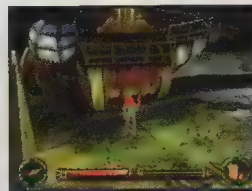
OUTLOOK

ODT looks like nothing else on N64. Hopefully, Psygnosis manages to keep its focus while creating this genre mishmash and doesn't forget about gameplay.

SOUTH PARK

Publisher:	Acclaim
Developer:	Iguana
Players:	1-4
Available:	Q4 '98?

SELECT KID
CARTMAN KYLE STAN KENNY

Waiting for the bus. Yes, Iguana did manage to find enough polygons to render Cartman after all. The fearsome foursome made the jump to 3D without any problems.

The following preview is rated mature.

[The town of South Park. A Bus Stop. Stan, Kyle and Kenny are waiting for the bus.]

Stan: Dude, the bus'll be here any minute. Where's Cartman? *[Looks at his Teiko Sports Watch.]*
Kyle: I bet he got his fat ass stuck in a box of Cheesy Poofs.
Kenny: Mrmph mupf murmpf.

[Laughter]

Kyle: Yeh.
Stan: Hey, maybe we should ditch school and go check on him.
Kyle: Good idea.

[The three march off to Cartman's house. Ding Dong.]

[Cartman's mom answers the door.]

Ms. Cartman: Hello boys.
Kyle: Hi, we were wondering why Cartman, isn't going to school?
Ms. Cartman: Oh, he's in the backyard with his agent and a gentleman from Acclaim.
Stan: With his agent? What does fatass, I mean Cartman need an agent for?
Kyle: What's a claim?

Ms. Cartman: Now don't be jealous, children, but Eric will be in a game.
Kyle: What?

[Kyle, Kenny and Stan rush into the garden.]

[Cartman is holding a cocktail glass with fresh fruit and a little paper umbrella. Chef is talking to a man in black.]

Cartman: Hey! You have to make an appointment like everyone else!
Stan: Shut up, dude. What's going on?
Mr. Lax: Who are these children?
Cartman: Kyle, Mr. Lax from Acclaim. Mr. Lax, Kyle. Stan, Mr. Lax. Mr. Lax, Stan. Kenny, Mr. Lax. Mr. Lax, Kenny.
Kyle: Mr. Lax? That name is almost as fruity as your drink, Cartman!
Cartman: Hey!
Kenny: Mumpf mummm mumpf.

[Laughter]

Stan: Eww, that's gross, Kenny!
Chef: Now, children. Calm down. Lil Eric here is going to be in a videogame.
Kyle: Video game? What system?

Cartman: Nintendo 64.
Kyle: Oh, no! They will give you rabbit ears and make you climb around on happy fruit trees.
Cartman: What?
Mr. Lax: Relax, kids. Everything will be okay. The game will be rated "Mature" to make sure people understand it's not a kiddie game. No rabbit ears.
Kyle: What kind of game? Pacman vs. Cartman? Mario Cartman? Cartman's Burger Time?

[Laughter]

Cartman: Shut up!
Mr. Lax: No, the whole town of South Park will be in the game. Everyone of you.
Stan: Everyone? Sweet!
Cartman: Everyone? I... am... so... pissed off right nowwww!
Chef: It will be a game about your lives. In six episodes.
Mr. Lax: See, every 666 years this comet is headed for Earth, causing all kinds of trouble. The turkeys are revolting, Eric's mom will be kidnapped by aliens...
Cartman: Kick Ass!!
Mr. Lax: ...and the son of Skuzzlebutt is out of control.

[Jimbo and Ned enter the scene, armed with rifles.]
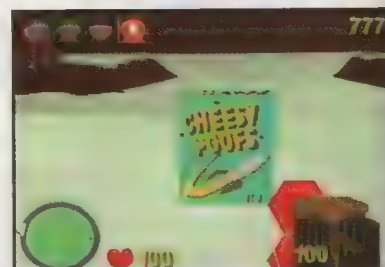
Naturally, Cheesy Poofs give Cartman his much needed energy to thwart the turkey and alien threat.

If those guys look alien to you, wait what they will look like once you get a lock with your cow launcher...

Awww, did that hurt? The cow seems alright – oooo, wait – there's someone underneath. Sorry.

The aliens have a habit of striking back and taking South Park's most precious resources. Cows.

Fans of Comedy Central's un-PC show will find all their favorite characters and locations in the game, including Jimbo's gun shop.

Jimbo: Skuzzlebutt? Where?
Mr. Lax: The children here will have to find and stop him.
Ned: He's no good to me dead.
Chef: What the fudge are you talking about? Get out of here!

[Jimbo and Ned disappear into the bushes.]

Kyle: Will we get guns?
Mr. Lax: Well, it's not that simple. That would be a little too easy.
Cartman: What? No guns? Aliens, Skuzzlebutt, turkeys! No guns? This sucks ass.
Mr. Lax: You will have to make do with what you find in South Park.
Kyle: So if I see a chicken run around, I can grab it and use it to shoot eggs out of its ass?
Mr. Lax: Exactly. You can even use it to snipe opponents from far away.
Cartman: Cool! Fart dolls?
Mr. Lax: Sure.
Stan: Cow launchers?
Mr. Lax: Yep.
Chef: Snowballs?

Mr. Lax: Of course.
Kenny: Mumpf mumpf?
Mr. Lax: Hmmm, I don't know about that.
Cartman: What, no piss balls? This sucks!
Mr. Lax: Okay, okay. Fine.
Chef: Aww, man. I'm outta here.

[Chef leaves, humming "I Wanna Make Violent Love to You".]

Stan: How will they do the graphics?
Mr. Lax: There will be 3D polygonal graphics, like in our very own Turok.
Stan: Turok? The dino-dude? Sweet!
Kyle: Heheheh. Where will they get all the polygons to render your fat ass, Cartman?
Cartman: Hey! I'm not fat! I'm festively plump.
Stan: Can you play as any of us in the game?
Mr. Lax: You can play as either one of you four in the one-player mode, but you can pick almost everyone else in multiplayer mode, like Big Gay Al, Mr. Garrison, Mephesto, Terrance & Phillip, Starvin' Marvin, Chef, your parents...
Cartman: Even Kyle's mom?
Mr. Lax: Probably, yeah. Why?
Kyle: Dude, don't start!
Cartman: *[sings]* Weeeeelllllll, Kyle's mom's a bitch, she a big fat bitch, she's the biggest bitch in

the whole wide world! She's a stupid bitch if there ever was a bitch, she's a bitch to all the boys and girls! On Monday she's a bitch, on Tuesday she's a bitch, and Wednesday through Saturday she's a bitch!
Mr. Lax: Hold on, let me write this down. We'd like to include songs and lots of speech as well.
Stan: Shut up butt-pirate, I'm trying to hear.
Cartman: Then on Sunday just to be different she's a super kinka-mayamaya beatch! Have you ever met my friend Kyle's mom? She's the biggest bitch in the whole wide world, she's a mean ole bitch and she has stupid hair, she's a bitch, bitch, bitch, bitch, bitch, bitch, bitch. Bitch, bitch, bitch, bitch, bitch, bitch, bitch! She's a stupid bitch. Kyle's mom's a bitch and smells-a-dirty, too. Kyle's mom, is a beeeaaaaatch.

[Laughter. Suddenly, a brown streak appears on Cartman's cheek.]

Mr. Hankey: Hiiiiiiidey Ho!
Mr. Lax: What the...
Cartman: Yuck! It's Mr Hankey, the Christmas Poo!
Mr. Hankey: Gosh, children. You're looking swell. And you all smell like flowers.
Kyle: Mr. Hankey, what are you doing here?
Mr. Hankey: I want to be in the game, too.
Mr. Lax: No problem. You'll be a "gadget."
Mr. Hankey: A gadget? Golly!
Mr. Lax: And the game will be out in time for Christmas, too *[crosses his fingers behind his back]*. We will send each of you a copy to put under your trees.
Mr. Hankey: Christmas! How wonderful! *[Mr. Hankey disappears into the sewers.]*

Cartman: Yeh, well, too bad for you, Kyle. I guess you won't get to play it since you don't get Christmas presents.
Kyle: Shut up!
Kenny: Mumpf Mumpf mmmuumpf.

[Laughter]

Kyle: I will kick all of your asses in the game.
Mr. Lax: Did I mention there will be five multiplayer modes, including Capture the Flag, Grudge Match, and Kick the Baby!
Cartman: Oh no, he's pulling PR talk!
Mr. Lax: We've also got something special planned for Kenny. Check out these pictures.
Stan: Oh my God, they 3D-rendered killing Kenny.
Kyle: You bastards!

[Kenny faints.]

Cartman: Get him in the rib!
Mr. Lax: Ouch! What are you doing?
Stan: Practicing for the game. Hehehehehehehh.
Kyle: Cartman, get the chicken.

TV Announcer: How will South Park on N64 turn out?
Mr. Garrison: Positively offensive. Not good for children.
TV Announcer: Will it live up to Iguana's best – Turok?
Officer Brady: Huh? Where?
TV Announcer: Will Nintendo make Acclaim tone it down a little?
Big Gay Al: I sure hope not.
TV Announcer: The answer is coming in an all new South Park game, in late December. If it doesn't get delayed to early next year.
Cartman: What? Son of a bitch!

Here's the sniper chicken, dudes (AKA auto-egger). Zoom in and aim with the tail feathers.

Okay, let's see... There's Kenny. There are about five turkeys. Oh, my God – you know the drill.

Pick your favorite South Park character and go head-to-head in the multiplayer modes.

OUTLOOK

The "M" rating will ensure that South Park won't lose any of its risque subject matter. Backed by the power of the T2 engine and the strength of the multiplayer modes, South Park could turn out to be an evergreen like GoldenEye. We like what we've seen so far. Not for kids.

Comedy Central is not responsible for this South Park rendition. If the preceding preview offends you, you know the game will give you a heart attack.

QUAKE II

Above: enemy Strogg doesn't stand a chance against your blaster.

When you think of **Quake II** what comes to mind? If you're anything like us, it's probably killing. Lots of mindless killing accompanied by buckets of exaggerated blood. The good news is that Activision and ex-Midway developer Aaron Seeler have teamed up to make your disgusting, sadistic fantasies a reality for Nintendo 64.

You may recognize Aaron Seeler as the same man behind Midway's port of **Quake** to Nintendo 64. Here's hoping you liked it, because Seeler and his team are re-using the same engine for Quake II. After some tweaking and fine-tuning, Q2 makes its 64-bit debut with a four-player deathmatch mode and new levels not found in the PC version.

In the game, an alien race calling itself the Strogg invades Earth and begins tearing humans limb-

from-limb, you take it upon yourself to invade back. Traveling with fellow muscle-heads, you make your way to the Strogg's home planet where your ship is, very unpredictably, shot down for a crash landing. And this is where the anarchy that is Quake II begins.

Q2 for Nintendo 64 looks and plays similarly to Seeler's port of the original, only this time around there are more destructive weapons and highly intelligent enemies. Each level requires players to accomplish specific missions, whether it be to setup a satellite link with your allies or simply blow the enemy to hell and back. Weapons include a blaster gun, shotgun, super shotgun, machine gun, chaingun, hand grenade, grenade launcher, rail gun, and the return of the mighty BFG of
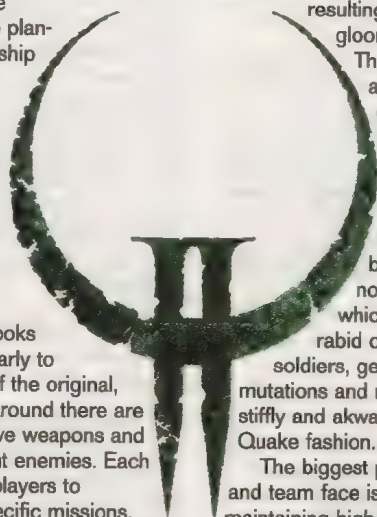
the **Doom** series.

Quake II, like the original for Nintendo 64, features pre-lit colored textures that simulate dynamic lighting effects, resulting in a dark, gloomy atmosphere. The game's music and sound effects are equally moody, with radio transmissions detailing the action and eerie background noise. Enemies, which consist of rabid cyborg-dogs, soldiers, genetically-altered mutations and more, animate stiffly and akwardly in typical Quake fashion.

The biggest problem Seeler and team face is, of course, maintaining high speed and a smooth framerate in the single-player game and especially in multiplayer mode. So far, things look good: Quake II boasts an impressive four-player mode, an improvement over the original's two-player game. Here's hoping Activision nails the deathmatch aspect of the game. Dropping the polygon count and detail is sure to speed the multiplayer mode up over the original.

All things said and done, Quake II should serve as a healthy alternative to **Turok 2: Seeds of Evil** and **GoldenEye**. But whether or not it can live up to its PC predecessor's multiplayer goodness and speed remains to be seen.

DUKE NUKEM: ZERO HOUR

Not to be outdone by Resident Evil, Duke proves that he can kill zombies with the best of 'em.
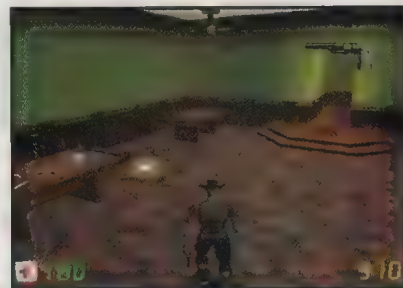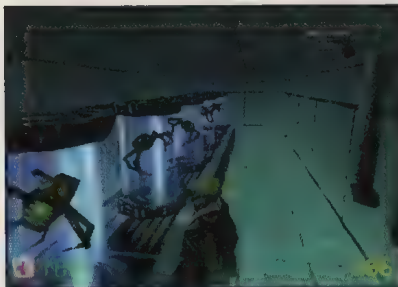
Duke Nukem made his Nintendo 64 debut in **Duke Nukem 64**, the originally titled game by GT Interactive. Back then, the big guy was but a shadow of his PC predecessor, still chasing after sprite-based alien scum via a first-person view and barely able to save Earth's babes thanks to an outdated hand-me-down game engine that was definitely showing its age. Still, considering what developer Eurocom had to work with, Duke 64 wasn't at all a bad game. Rather, it was a solid Nukem experience that could have been so much better had the development team been given more free reign to work its magic.

The good news is that Eurocom has been given exactly that for **Duke Nukem: Zero Hour**, a completely original third-person (or first-person, depending on preference) action/shooter starring everyone's favorite gun-toting, wise-cracking bad-ass. This time around, those pesky aliens are conspiring not only to destroy Earth, but eliminate Duke Nukem before he is ever born. That's right, thanks to advancements in alien technology, the intergalactic beings are planning to travel back in time and kill off Duke's famous ancestors, thus preventing him from ever being conceived. Of course, Duke isn't about to let that happen without a good fight.

And so begins Duke's latest Nintendo 64 installment. Zero Hour plays like **Tomb Raider** on crack. Rather than put emphasis on exploration, Eurocom has instead pushed the action element and the end result is a fast and furious Duke experience. An experience that routes players through a variety of time periods and locations including underground caverns, futuristic bases and, of course, good old-fashioned city streets, as Duke seeks out and destroys the enemy. In addition to jumping, rolling and firing off a dozen or so destructive weapons, Duke can climb, crouch and strafe. And because Duke is still more a shooter than anything else, the action is non-stop, excessive and bloody — the perfect combination.
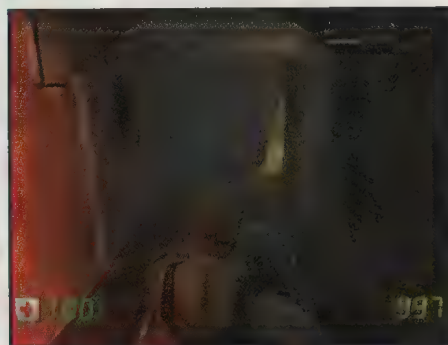
Visually, Zero Hour looks to be Eurocom's most ambitious game to date. Levels are highly detailed, framerates smooth and animation top-notch. Real-time lighting effects add extra realism and Duke himself, now fully viewable in third-person form, opens up a whole new dimension of style and character never-before-seen. Impressed yet? No? Maybe the fact that Eurocom has made use of Nintendo's 4MB expansion pak for an optional high-resolution mode in both single-player and multiplayer modes suits your fancy. Speaking of multiplayer modes, Zero Hour allows up to four-players to "Duke" it out at once in deathmatch mode with, according to Eurocom, a solid, smooth framerate. Judging from past Duke multiplayer modes alone, we expect the highest quality deathmatch experience from Zero Hour.

There is no doubt that Eurocom has the technical skills to make Duke Nukem: Zero Hour one of the best third-person action/adventures Nintendo 64 has ever seen. Assuming everything comes together for this game as planned, it should be one of the hottest titles to hit the console in '99. Finally, a home-console does the Dukester justice. Keep an eye out for this one.

OUTLOOK

Eurocom definitely has what it takes to make Duke's latest adventure a winner on Nintendo 64. Lush graphics, a high-resolution mode and multiplayer options combined with a tight engine and solid, alien-killin' gameplay. What more could Duke fans ask for?

SUPERMAN

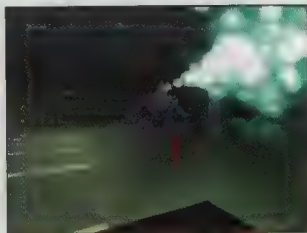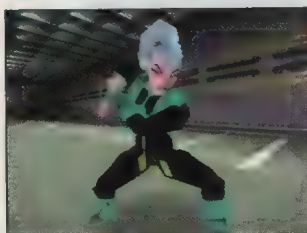| Publisher: |
| --- |
| Titus |
| Developer: |
| Titus |
| Players: |
| 1–4 |
| Available: |
| December '98 |

Our polygonal superhero has all the powers of the "real" Superman: Heat vision, freeze breath, and X-Ray Vision. Above left: Never eat more than five Altoids at once.
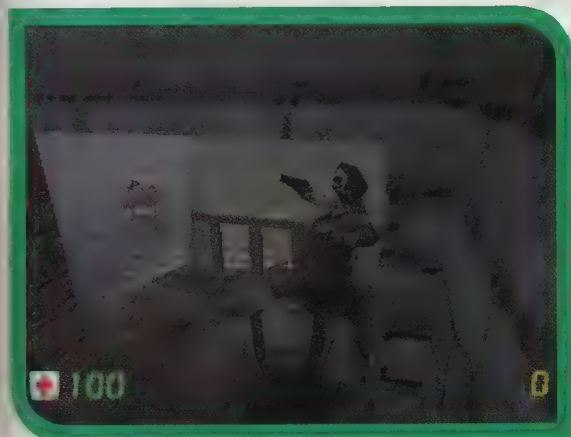
Titus buys up movie/television licenses faster than a speeding bullet, so it's no wonder the French publisher snagged one of America's favorite comic book heroes for its latest game, **Superman: The Animated Series**. The Man of Steel hits Nintendo 64 in full 3D polygonal glory on a quest to save Lois from the evil Lex Luther and his hench-
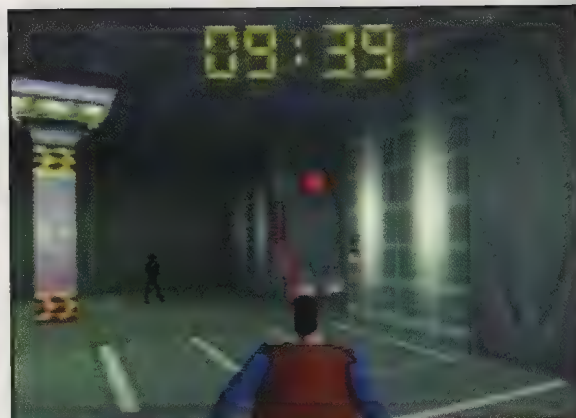
men. Go figure, huh? It's good to see that some things never change. Lex, as usual, is up to no good, and this time he's enlisted the help of a Kryptonite-fog agent, which has very inconveniently engulfed the borders of Metropolis, preventing Superman from leaving the city. Hey, at least Titus is trying to explain the fog.

Of course, Supey-boy isn't about to let Luther run the city into the ground simply because he's got some scary old Kryptonite fog. Thus begins Titus' adventure, which spans multiple levels that range from underground bases, sewer systems and subways to the sky-scrapers of Metropolis itself.

Superman can walk, super-sprint, use X-ray vision (no, there's no X-Rated vision), heat vision, freeze-breath, super hearing, super strength, anti-kryptonite armor, (has no effect on Kryptonite fog) and fly at the press of a button. The game also features a four-player battle mode with space craft and many classic villains and allies from the animated series including Bizarro, Parasite, Darkseid, Metallo, Mercy Graves and Brainiac.

Titus previewed Superman: The Animated Series at last year's E3 (Electronics Entertainment

Expo) and, based on feedback from showgoers, decided to go back and re-work much of the game before its release. IGN64 recently played a much more complete version of the game and it has come a long way. With any luck, the final product will do the patriotic hero justice.

OUTLOOK

The project lacked direction in the beginning, but now it's finally coming together. It's Final Fight with a heavy dose of flying and action. Has potential.

SHADOW MAN

Publisher:
Acclaim
Developer:
Iguana UK
Players:
1
Available:
Q2 '99

Collecting soul worms and many other voodoo goodies makes Shadow Man a happy creep. This is definitely Acclaim's darkest game yet.

Imagine *Jacob's Ladder* crossed with *Hellraiser*, all set to the backdrop of the deep South and you've got the formula for Iguana UK's **Shadow Man**. A third-person action-explorer in the style of **Tomb Raider**, Shadow Man chronicles the adventures of Michael LeRoi, a man who possesses the unique ability to travel from the world of the living to the underworld of the dead. LeRoi, on a quest to avenge his murdered younger brother, sets
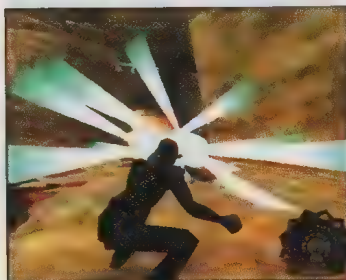
out to destroy the serial killers of the overworld, sending them to the darker afterlife below where he, as Shadow Man, can finish them off for good.

Like **Turok**, Shadow Man is based on an Acclaim comic-book series of the same name. Those of us who think the Turok franchise is excessively violent and gruesome, though, ain't seen nothing yet. According to Shadow Man's creators, the idea behind the game isn't necessarily to gross players out (though there will be plenty of gore), but to scare the living hell out of them. This is done by creating 3D worlds that rival those seen in **Resident Evil** and then enabling full freedom to explore in any direction. The end result is a game filled with rich, dark, ambient environments that give off an eerie, never-ending sense of impending doom.

Luckily, Shadow Man is prepared for the worst. Iguana UK has taken the basic run-jump play mechanics of Tomb Raider and expanded upon them greatly. Shadow Man can run, jump, crawl, swim, hang, strafe, shoot and use black voodoo magic. In addition, the man of shadows can perform multiple tasks at once. For example, theoretically players could pull out their guns and begin firing in mid-roll — or, while hanging from a platform. Iguana's intention is to create a flexible playing game that allows for almost any action scenario on the fly.

IGN64 has already played Shadow Man for PC to death and the game easily lives up to the hype surrounding it. Assuming the N64 version of the game is equally as enthralling, Shadow Man may give Turok a run for his money when the game arrives in '99.

OUTLOOK

The N64 Shadow Man we saw was still so early, nothing was really working yet. Still, the 3D engine was pretty solid and ran smoothly at all times.
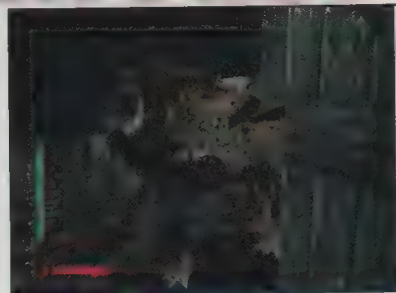
NIGHTMARE CREATURES

In case you didn't believe us when we told you London is an evil place, here is the proof. Above (from left to right): IGN's publisher, affiliate coordinator and editorial director.

Only a year ago, being stuck in an N64 game would have been a rather pleasant experience. Pretty flowers, candy canes, cake-baking princesses, super-happy fruit trees... But evil, evil Kalisto and Activision are now out to spoil the fun with what looks to be the first true horror game for the system: **Nightmare Creatures**.

And if you press this button, it automatically slices and dices almost anything.

The story behind the French-developed title takes players back more than 200 years into a fog-enshrouded London of the past. Adam Crowley, a disciple of the dark Brotherhood of Hecate is plodding to resurrect the once-proud secret society and build a race of "supermen" to rule the World. Crowley starts by enlisting the worst misfits of society, lawyers, businessmen, bankers, and doctors, to finance and participate in his mad schemes. But when Crowley's experiments go awry and only bring forth monsters, the society's secretary, Henry Victor Holy Jail, turns against him and enlists the help of a religious Doctor Van Helsing of sorts, Ignatius Blackward. Aided by an American swordswoman named Nadia F, Ignatius sets out to clean up the streets of London — which are already swarming with nightmarish creatures of all shapes and sizes.

Despite its more gothic motif and an emphasis on combo-based fighting, Nightmare Creatures immediately draws comparisons to Eidos' **Tomb Raider**. In the role of one of the two main characters, players hack and slash their way through the dark streets, catacombs and sewers of London until they finally face the rotten root of all evil, Crowley. The levels are filled to the brim with all kinds of traps and, most importantly, zombies, werewolves, gargoyles, giant snakes, spiders, and more. Most of the time, the two characters are using their primary weapons or fight with their feet. Ignatius carries a large staff with razor sharp ends and Nadia is adept at swinging a polished katana. By knocking over boxes or smashing windows, players can also find items, such as bombs, health power-ups, or even guns. Using different strategies and

techniques is a key to getting through the dimly lit stages. Shooting a werewolf in the head will quickly dispose of the dangerous creature, but a Zombie will only get knocked to the ground and will stand up again to attack the player until he is cut in half or blown to bits

The N64 version of Nightmare Creatures is a direct port of the PlayStation original, and includes all the levels, creatures and copious amounts of blood and gore. But even at its unfinished state, the N64 version looks much cleaner, with smoother textures and better framerates. If Kalisto manages to implement good analog control and give players more control over the camera than in the PSX predecessor, N64 owners could be in for a special treat, right in time for the holidays.
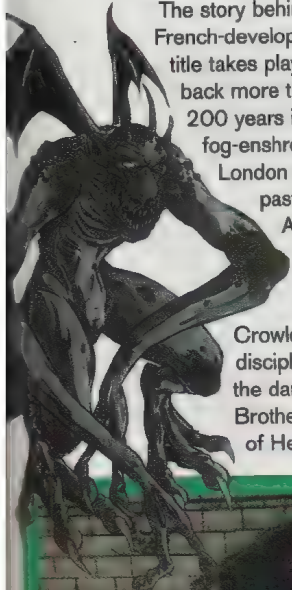
OUTLOOK

Owners of the PSX version won't find anything new, but those who have never played Nightmare Creatures will love its gothic style and dark atmosphere. The graphics are clean and detailed and the deep organ tunes can be really frightening. Older gamers will dig it.

TUROK 2

Yes, that pulpy mess you see spurting blood is in fact the left-overs of a Pur-linn's insides.

Turok: Dinosaur Hunter changed the way Nintendo viewed its user-base. In a time period infested with cute platformers, Turok busted on the scene wielding a double-barrel shotgun and blasted his enemies into a bloody, quivering pulp. There wasn't an oversized mushroom to be found. Nor were there talking turtles or dancing flowers. So you can imagine Nintendo's surprise when the game ripped through the sales charts and quickly became the number one selling third-party developed title. Not even the big 'N' could turn its head to the obvious any more: violence sells.

Turok 2 is bigger, badder and more dangerous than you can possibly imagine.

Since then, the Iguana team has made a name for itself with some of the most visually impressive games for Nintendo 64. Titles like **All-Star Baseball '99** and **NFL Quarterback Club '98** push the console to new heights with unsurpassed animation routines and 640x480 high-resolution graphics. That said, the developer would have to pull off something very special to topple Rare's **GoldenEye 007** for the shooter throne. Enter **Turok 2: Seeds of Evil**, the name of the 3D shooter that Iguana hopes will redefine the genre for Nintendo 64 owners. The huge 32MB (256 megabit - four times the size of the original Turok) cartridge weighs in the same size as **Legend of Zelda: The Ocarina of Time** and is packed full of more enemies, more levels, more weapons, more effects, more destruction and buckets of more gore than ever before.

After defeating the Campaigner in the original Turok, the victorious dinosaur hunter hurls the Chronoceptor into a volcano and unknowingly awakens an ancient force buried at its bottom. The Primagen, an evil being thousands and thousands of years
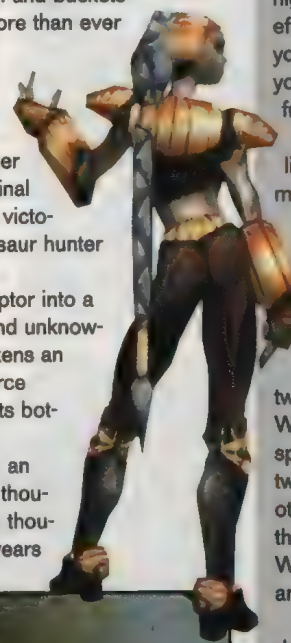
The cerebral bore finds a soft spot in this dinosoid's head and then drills for the brain. Subtle, isn't it?

Interview with Project Leader David Dienstbier.

IGN64: What sort of multiplayer options does Turok 2 feature?

David: Four-player. In two-player mode the game runs consistently at 30 frames per second. In three and four-player we're hitting around 20 constantly. We still have a few optimizations to do for the multiplayer stuff. In multiplayer mode we're obviously not throwing around as much geometry in the environments. The environments are very simple compared to the one-player game. The weaponry on-screen is less elaborate. However, that's all done to keep framerate in deathmatch high. All of the real-time lighting effects apply in deathmatch so you're going to have shadows that you can hide in, muzzle flashes from weapons will still light up areas and explosions will still light up dark areas. All that makes for a lot more mysterious, tense deathmatch play.

IGN64: How are the death-match levels designed?

David: All of the deathmatch levels are designed with either two or more players in mind. We've got some levels that are specifically smaller and better for two people to play in. There are other levels that are much larger that work better with four players. We're shooting for between 12 and 18 [deathmatch] levels.

You're going to find that the deathmatch in Turok 2 plays a lot more like a PC title, like Quake, does. Where devices, gadgets, platforms and advantage-points become far more important than just pursuit. When you play

GoldenEye, a lot of the times the game would be more about pursuit, where the person with the more powerful weapon has to chase down the other player. In our deathmatch you climb, swim, jump - something you don't do in GoldenEye. And then a few of the levels are designed to be downright surrealistic. It's going to be significantly different than any other deathmatch for the system.

IGN64: What are some of the other variations of multiplayer modes?

David: Well, there's the regular deathmatch mode which we call Bloodlust. You can also play team Bloodlust - two-on-two, three-on-one, two-on-one. And then, of course, there's Frag Tag.

IGN64: What exactly is Frag Tag?

David: Frag Tag is basically kind of a twist on the deathmatch game. When you're playing Frag Tag, one person of two, three or four, is randomly chosen to be "it." When they're "it" they literally get a target plastered on their chest and they're totally defenseless. Within each of the Frag Tag levels, there's a portal that basically cures the players from being "it." Everybody else in the game gets points for killing the guy that's "it" and the guy who is "it" gets points for surviving. Obviously the guy who is "it" gets a few more points because it's harder to survive. You can't shoot back, you can't do anything but run around with your arms in the air screaming. Only one of these portals is active at any given time. So once players know the layout of the level, when one gets shut-off they have a very good idea where the person who is "it" next is going to go [laughs]. Patterns emerge and that's where the fun begins. What happens is that the person who is "it" scrambles for the portal. If they happen to survive the barrage of gunfire from three other people, as soon as they jump through the portal they're cured and one of the other three is instantly going to be it.

IGN64: Can you kill the players who aren't "it"?

David: Oh yeah. You can gun each other down, you just don't get points for it.

IGN64: Can you talk a little bit about the use of the underwater weapons in Turok 2?

old, rests trapped in its alien ship barricaded beneath tons of Earth at the heart of the volcano. But it wants out. Turok, of course, isn't about to let that happen - at least, not without a bloody fight to the death. Thus begins Seeds of Evil.

Turok 2 is bigger and more complex than the original in nearly every respect. The game features six enormous, never-ending levels that span multiple regions. Each world, whether it be the swamps of the Slaughter by the River of Souls or the chaos-ridden Port of Adia, uses completely unique texture schemes not seen in any other level.
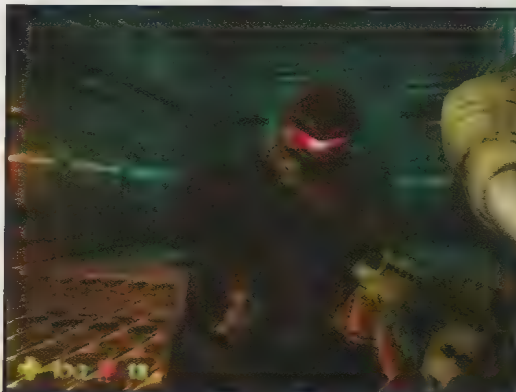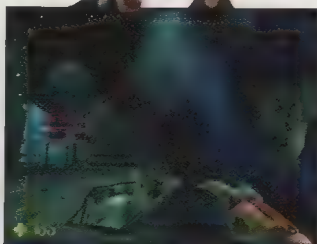
Additionally, each zone features exclusive enemies, weapons, secrets and items. Iguana has designed the worlds so that they interconnect with one another, thereby enabling the player complete freedom to explore levels at will and accomplish certain objectives. In fact, traveling between regions is a must for gamers if they are to have any hope of beating the game.

Iguana's attention to detail shines through with unrivaled character animation, wonderfully designed textures that blend together seamlessly and top-notch real-time lighting effects. Just as the original Turok set new visual standards for Nintendo 64, T2 raises the bar yet again with a little

David: Yeah, we have underwater weaponry - special weapons that are only used underwater. A harpoon gun and a concussion torpedo launcher. They are both available in the deathmatch game too, so when you're underwater you won't have to swim after somebody and try to claw them to death. You can fire a harpoon in their back or shoot a concussion torpedo after them, which is very funny because it's very slow-moving. So if a guy is swimming, this thing is just barely faster than he is and as it skims along he'll be going, "No! No! No!"

IGN64: When did the decision come about to use non-human based characters?

David: Yeah, basically the decision was made because we felt it was more fun to shoot beasts than people. One of the comments that we got back after the first game was that the human creatures were kind of dull. People liked shooting the monsters. So even though we have a very large body of humanoid creatures in Turok 2, none of them are actually human. Basically it just allows a little bit more dynamic character design and it's a lot more interesting to see these bizarre Cyclops creatures with huge mouths and bizarre armor sticking out of them.

IGN64: Is Turok still a dinosaur hunter?

David: He's a "if you're not on my side I'm going to blow you apart" kind of hunter. There's actually as many dinosaurs in T2 as there were in the last game. If you remember, there was only about three different species of actual dinosaurs. On top of that, we've got a very large selection of new creatures. Some of them are from the last game, completely overhauled, and many are brand new.

IGN64: How does Turok 2 work with the comic series?

David: We've always tried to work with the comics, but the comic creators are of the opinion that they shouldn't hinder our game. For example, if they can give us something that we'll use to make our game better, then they'll do it. If we don't want it, that's fine. And we do the same for them. For example, there's characters that were created and designed here that are going to end up in the comic books. That's worked out really well.
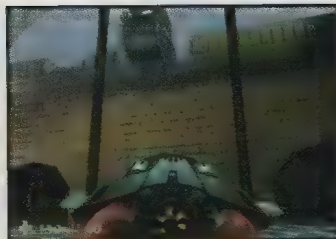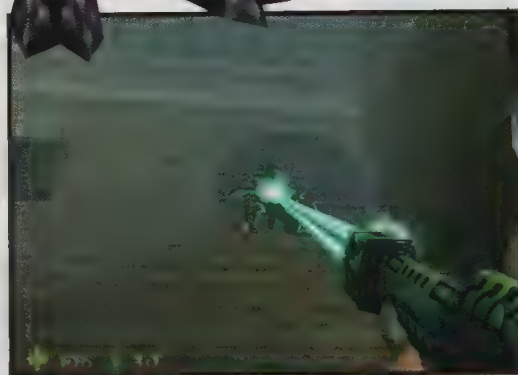
help from the big 'N'. Using Nintendo's 4MB Expansion Pak, Turok 2 runs in 640x480 high-resolution mode - the first such 3D shooter to do so for the console.

So you thought the original Turok was bloody, did you? Well, you haven't seen anything yet. T2 showers gore at every turn, with every bullet, with every arrow and with every explosion. Imagine Raptors blown in half, their upper body flopping on the ground spraying blood in fountains while their legs continue walking aimlessly around in circles. Imagine entrails cut in pieces, arms falling to the floor as blood erupts from open wounds. Imagine decapitations, amputations, bullet holes and rivers of red, pulsating blood. Imagine a weapon that bores itself into the head of an enemy and sucks its brains out in a pulpy mess. Imagine a flame-thrower that catches villains alight, burning them alive. That's a lot of imagining, huh? As soon as you pop T2's black cartridge into your Nintendo 64, you won't need to fantasize any longer for it will all be possible at the touch of a button. Turok 2 serves up, without a doubt, the most violence any Nintendo 64 owner can drink in without choking to death.

Luckily, Iguana hasn't forgotten about the importance of a solid multiplayer mode. Up to four players can shoot it out through more than 12 deathmatch specific levels. Additionally, there is "Bloodlust" team play or, if gamers are feeling particularly evil, a little something Iguana calls "Frag Tag," which is more or less a hunting mode where the majority of players seek and destroy one helpless target player.
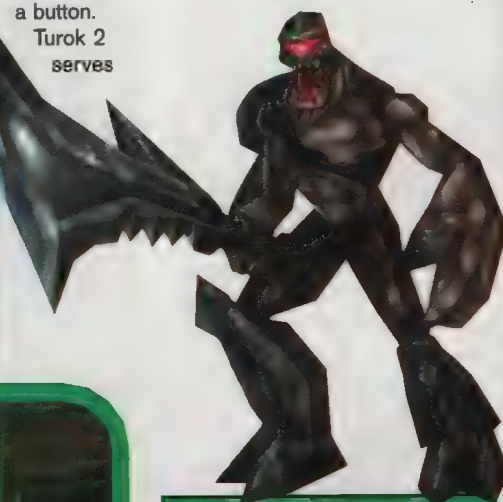
OUTLOOK

Turok 2 is easily Iguana's most ambitious undertaking to date. The game is the absolute epitome of next generation gaming. It pushes Nintendo 64's hardware to the max and then some. Whether or not Turok 2: Seeds of Evil ultimately has what it takes to topple Rare's GoldenEye remains to be seen, but the dinosaur hunter definitely looks up for the task.

REVOLT
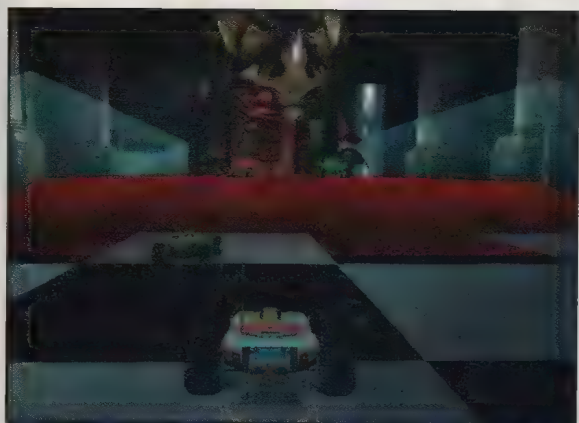
The Triceratops may be intimidating to a real car, but who cares if you're a foot long and made from super-durable plastic. Just keep going, and going, and...

Although nobody can complain about a lack of racing games on N64 — Acclaim seems to have found one niche of the crowded genre that hasn't been explored: Radio-controlled toy cars. Developed by the British software house Probe of **Forsaken** and **Extreme-G** fame, **Revolt** explores a racing microcosm of sorts. Players race the latest RC cars through the halls of the local museum of Paleontology, narrowly avoiding a towering ex-T-Rex, and slide over the waxed marble floor to be the first at the finish. Other challenges include a rooftop rally, a super-charged skidding fest in a supermarket and a race across the carpeted floors of a nursery.

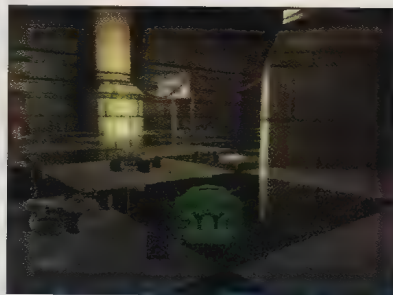Probe promises multiplayer mayhem with lots of jumps and flips, realistic RC car physics, and tons of eye-popping graphical effects. As of yet, the N64 version is extremely early in development, but these PC screen-shots should give you an idea of what to expect. Revolt will most likely make its N64 in Summer 1999.

OUTLOOK

The PC version looks absolutely gorgeous. It remains to be seen if Probe can pull of anything near as good without sacrificing control and framerate.
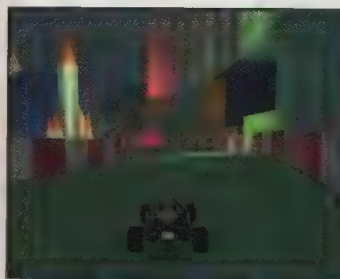
JET FORCE GEMINI

You can fly, you can shoot, you have a blue dog. What's not to like? Coming from the makers of Blast Corps, you know that Jet Force Gemini will be more than just a shooter.

In development by the team that made **Blast Corps** for Nintendo 64, Rare's **Jet Force Gemini** is a third-person action-adventure set to the backdrop of a futuristic space war. The game's three main characters, Juno, Vela and Lupus the dog are the Jet Force Gemini team, a group out to stop an evil tyrant by the name of Mizar from overtaking the galaxy. It isn't long, of course, before players find themselves doing battle with giant insect mutants across a plethora of alien worlds. Unlike **Banjo-Kazooie** or **Twelve Tales**, JFG puts the emphasis on action, but that's not to say the game won't feature its share of puzzles and exploration. It's likely that Rare will find a perfect balance between the two.

Gamers turned off by Banjo-Kazooie's cute, cuddly look and atmosphere will be happy to know that JFG is decidedly more serious, despite some admittedly cartoony characters. Shooting an enemy's head, for example, will result in it popping like a balloon. It's comical and a little twisted without necessarily being violent. Trademark Rare.

As with all Rare games, JFG's worlds are huge and highly detailed. But the game looks especially brilliant thanks to real-time lighting effects and dynamic reflection routines. What all of this means is that explosions and gun-fire will light up dark hallways and specific surfaces will actually mirror objects and characters for heightened realism.

Jet Force Gemini features both a four-player deathmatch option and a two-player cooperative mode that is sure to extend the game's replay value significantly. There's nothing quite like killing alien scum with the help of friends, after all. Unfortunately, gamers will have to wait until mid-1999 to do it.

OUTLOOK

Could this be Rare's answer to Mega Man? Early footage of the game suggests it will be quite a treat. We can't wait to try the multiplayer modes.
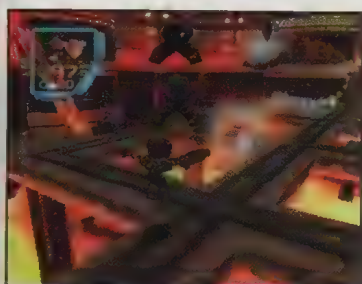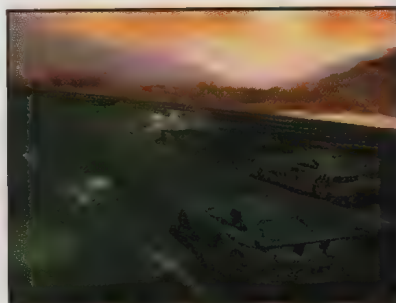
GT WORLD TOUR

Publisher:	Midway
Developer:	Boss Game
Players:	1-2
Available:	Q1 '99

GT World Tour (tentative title) is easily the best-looking racer on the platform. Too bad you can't run over people and leave them for dead.

Boss Game's programmers can often be found working at 1:37 in the morning on a Saturday night.

PlayStation owners get **Gran Turismo** and Nintendo 64 owners get **Cruis'n USA**. What's wrong with this picture? Nothing, supposing you aren't interested in a realistic racer. The problem is, of course, that most of us are. Fortunately, Boss Game is about to fill the gap. You might remember the developer's previous racer for the console, **Top Gear Rally**. If you do, you'll probably also recall that it was and still is a highly detailed off-road driver with dead-on physics and plenty of eye-candy. That was Boss familiarizing itself with Nintendo's hardware. One year later, the game-maker is back and it has an arsenal of new tricks, effects and gameplay additions up its sleeve for its latest racer, tentatively titled GT World Tour — not, by any means, to be confused with **GT64**. Repeat: for the love of God, don't confuse these two products or all is lost.

GT World Tour is very much in the style of Gran Turismo, but it's definitely not a sim-racer. Whereas Top Gear Rally was more an off-road racing game, World Tour is designed with the road in mind. That means sliding into turns, barreling around corners and flying by fellow racers in the blink of an eye action. It's simulation racing with toned-down physics. The reasoning for not going full sim, according to GT's technical director Rob Povey, is because real-life racing is far too boring and downright tedious to make for an entertaining videogame.

World Tour features a number of improvements over Top Gear Rally, including better vehicle physics and optimized code that allows for more than four times as many cars on-screen at any given time. Additionally, World Tour boasts more than 15 vehicles and 10 tracks with various degrees of difficulty. For example, easy mode only reveals certain areas of one whole track. Opening different level settings unlocks alternate paths and new regions. Also, because each track can be raced mirrored and backwards, players aren't likely to grow bored of racing the same course quickly.

Though Boss isn't 100% committed to Nintendo's 4MB

INTERVIEW

A few words with GT World Tour's technical director, Rob Povey.

IGN64: What kind of car do you drive, Rob?

Rob: I have a — [pauses] — I have a '98 red Dodge Viper.

IGN64: Well, well, it appears Top Gear Rally paid off well.

Rob: You have to understand, you see I don't actually live in a house — I live in the office [laughs].

IGN64: Have you ever run over a man and left him for dead?

Rob: No, I haven't. I've never tried that one [laughs]. There's a few members of the staff I've considered it with, but...

IGN64: How are the car physics different from Top Gear Rally?
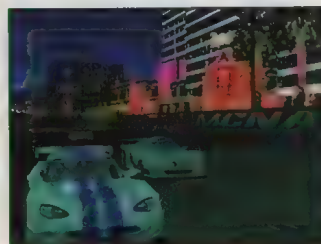
Rob: It's not really a rally racing game. The control is much tighter and you have a lot more control over the braking. It's road racing as opposed to dirt racing.

IGN64: Do you hate people who say there are too many racers for Nintendo 64?

Rob: I hate everybody.

IGN64: How long is your average work day?

**Rob:** You know, if I kept track of that I'd probably go mad.

Expansion Pak, that doesn't mean GT World tour will be any less visually spectacular. The game, even in its early stage of completion, already runs in high-resolution letterbox mode and Boss plans to implement at least one bonus track that runs in full 640x480. Take a look at the screen-shots we've provided and we think you'll agree that the developer is doing just fine without the extra RAM. If Boss decides to use the 4MBs at all, it will probably be for an extended replay mode. Boss Game Studios employs some of the best texture-artists in the business and it shows in World Tour with its seamless worlds that blend

together perfectly. Real-time lighting effects, you say? Would you expect anything less? Of course the game's got real-time lighting effects. Headlights illuminate tunnels and caves, streetlights reveal the road ahead and even brake-lights glow red. For added effect, the game also utilizes some pretty lens-flares that are sure to give **1080° Snowboarding** a run for its money.

Of course, what good is a racing game without a finely tuned

multiplayer mode? Fear not, would-be GT racers, for Boss isn't about to leave you hanging in the wind. One of the benefits of a new, improved game engine is that it enables for a faster sense of speed in multiplayer mode, even with up to eight other cars on-screen at once. You might remember that Top Gear Rally had trouble balancing just a few. As if that weren't an achievement in itself, the multiplayer game, believe it or not, also runs in letterbox high-resolution mode — and again, this is without the use of the 4MB pak. Framerate problems? Not a chance. Pretty impressive to say the least, huh? Currently the game's multiplayer features only extend to two-player split-screen (horizontally or vertically), but Boss is looking into a four-player mode. Here's hoping it makes the final cut.

The game's two-player split-screen mode runs smoothly with multiple vehicles on-screen. By the way, that's the letterbox hi-res mode at the top of this page. Drool.
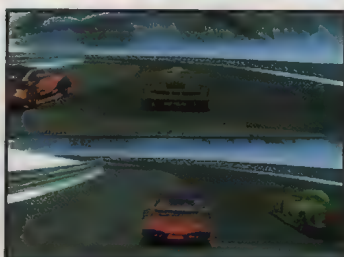
Somewhere between two hours and 22 hours.

IGN64: Do you ever feel like killing fellow team members after a long day's work?

Rob: Oh yeah.

IGN64: Have you ever thought of running one over with your car and leaving them for dead?

Rob: Well, the only thing that stops me from doing that is that my car is too expensive [laughs].

IGN64: What kind of cars will there be in GT Sixty — err, that is to say, GT World Tour?

Rob: [Not amused by our little joke] There's a lot of cars that people will recognize. They're based on real-life GT cars, but we obviously don't have the license so they're all called something different.

IGN64: Do you think it's wise to go with the name GT World Tour considering similar names of competing games?

Rob: [Laughs]. I don't think it is wise to go with that, no.

IGN64: Any plans to change the name?

Rob: Yeah, we were thinking we'd call it Infogrames. No, we still have no idea.

IGN64: What do you think is the best racing game on any console?

Rob: Gran Turismo.

IGN64: Isn't that the racing game where you drive around running over people and leaving them for dead?

Rob: [Laughs] Yeah, something like that.

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CAESAR'S PALACE

Publisher:	Crave
Developer:	Lobotomy
Players:	1-4
Available:	Q1 '99

If gambling's all you want, gambling's all you get. But wouldn't it be cool to grab your money, go to the bar, and chat with the girl with the red top? You can.

Wait! Don't flip the page! Like what often happens in real life, things are not what they seem. Yeah, we know, you're seeing the game's title, **Caesars Palace**, and you're thinking of hours of staring at the same roulette table or playing craps with virtual grandmas. It's cool in real life, but what fun is it if you're not risking anything, right? Relax, this game's developer, Lobotomy Software of **Powerslave** fame, is much like you. That's why

Ladies and Gentlemen, Elvis Nanng has left the building.

Caesars Palace is not just a simple casino game. And that's why it's rated "M" as in "mature."

Imagine having $1,000 bucks in your pocket. You're standing in the prestigious Caesars Palace casino in Las Vegas and you can walk in any direction. You can look around, and you can sit down to gamble. Suddenly a busty nightclub dancer named Shaniqua walks up to you and asks you who you are. You can now select from a number of predetermined answers and either tell her the truth, piss her off with a lewd comment or simply tell her that you're the son of Satan and you've ascended from Hell to enslave mankind. Thus is the

INTERVIEW

After getting brutally beaten in Death Tank, IGN64 spoke with Lobotomists Paul Lange and Dan Jevons about Caesars:

IGN64: Caesars Palace is really different from any other gambling game. How did you come up with the idea?

Paul: We came from the area of action adventure games and we were presented with doing a gambling game. We didn't feel that a pure gambling simulation would be fun. So we took the approach that, if a casino were alive with characters you could interact with and you could learn about and do different things with them that that would make the game fun. That's why it's now being characterized as an adventure casino game, or a gambling RPG or whatever the proper description is.

IGN64: You've got quite a host of strange characters in the game – which one do you think is the most outrageous one?

Paul: Dr. X, visually, because he is this strange little, crazy, evil guy. He's also got a pet iguana, which has its own story (laughs). The Elvis impersonator is pretty wild, but you won't notice it until you get deeper in the story. As far as Nintendo is concerned, some of the female characters are outrageous as well.

IGN64: What does Caesars offer that no other game offers?

Paul: The game's structure is kind of open-ended and you can play it for a really long time and still find new things to do. But

probably the main thing is the mature content. That's different. It's not labeled mature because of gunplay or violence, it's mature because of its content. I think people will be surprised by that and enjoy it as well.

IGN64: How would you characterize the game's story?

Paul: We have a little bit of everything. It's like soap opera in a casino. There are friendships and enemies to be made.

IGN64: What were your main influences in writing the plot?

Dan: We wanted to make the story as much as a daytime soap as possible. But as development progressed, we added a lot of fantasy elements. The plot is influenced by soaps I used to watch back in England, and all kinds of elements of popular culture, like games and movies. We had pretty much free reign as to what we could add to it, so when we decided that we didn't have to adhere to any strict laws of reality, we just went crazy with it. There's a lot of parody, a lot of pastiche, satire – a lot of names of places or characters in the game you will recognize as slight twists on things that already exist.

IGN64: Who's your favorite character in the game?

Dan: We've got Elvis Nahng, an Asian Elvis impersonator who originally starts off as one of a larger crowd of Elvises who are blocking passage into one of the game's larger areas. You eventually get the Elvises out of the building, but this character remains . As the game progresses you establish a relationship with him... and, uh – well, he's not quite what he seems.

premise of Caesars Palace, a mixture of gambling simulation and adventure game, a combination of soap opera and absurd black humor. The idea is to compete in a number of different tournaments and play any game in the casino, Roulette, Black Jack, Craps, Slots, Video Poker, Baccarat , Carribean Stud, or even Pai Gow Poker. But that's only half the game. Like in a roleplaying game, you can also explore the vast 3D environments, talk to dancers, waiters, millionaires and evil masterminds. Once you start to interact with the characters that populate Lobotomy's strange casino world, you become entangled in a web of intrigue, of spies and villains, love affairs, and even murder...

Using its skills in making first-person action games, Lobotomy has created a fully-3D casino with multiple rooms, an elevator, hotel rooms, a wedding chapel and even a shower. Since the cartridge size wouldn't allow for voices, the designers came up with a unique animation system that endows the characters with hundreds of different facial expressions. Much like animatronic robots in movies, the polygon models can open their mouths, smile, frown and even move their tongues.

If you don't think the mere concept of the game sounds intriguing, wait till you see some of the characters in action as the plot slowly slips from serious into madness. We don't want to give anything away, but believe us when we're saying that you will be surprised. Sadly, Caesars Palace is still early in development, but we're sure to hear more about this strange, little hybrid come next year.

OUTLOOK

Weird. Weird. Weird. Caesars Palace is definitely shaping up to become the strangest title on the console. It's a lofty goal, but if Lobotomy can work its graphics and sound magic on N64, it's possible that this game will indeed draw more than just the gambling crowd.

Fly through the air, drop oilslicks and ram people off the road. Is that a "How's My Driving?" sticker?

Publisher: Kemco
Developer: Snowblind
Players: 1-4
Available: December '98

TOP GEAR OVERDRIVE

To call **Top Gear Overdrive** a sequel to last year's **Top Gear Rally** would be misleading. Other than the Kemco-owned license, the two titles have nothing common. Developed by Seattle-based Snowblind, Overdrive emphasizes cheating and dirty tricks over Boss Game's more realistic approach. In Overdrive, overtaking a car wouldn't be complete without forcing the other driver off the road, and the use of oil slicks, nitro boosts and turbo launch pads is perfectly acceptable.

The game's got the goods: seven tracks and more than 10 cars, including Detroit V8s, European exotics, concept cars and even a VW Bug lookalike. Like in the original Top Gear games, players also pick up cash points during the races and later use them to upgrade equipment or purchase new cars.

While many of the features date back to the original Super NES classics, Snowblind also includes some of the stuff that made Top Gear Rally such a great racer, like mirror tracks, realistic graphics, changing seasons and variable weather conditions. However, this time around, there are different types of rain, such as light rain and monsoon, and even races at dusk as well as night. Unfortunately, the innovative paint shop feature from Top Gear Rally will not make the cut, but the head-to-head options and added features should easily make up for it.

From what we've seen of Top Gear Overdrive, it looks like Kemco is intent on giving gamers exactly what they expect from the Top Gear name: Multiplayer racing and lots of ways to cheat. If the game plays as well as it looks, then this could turn out to be the best racer of '98.

OUTLOOK

Given its large pool of talent, Snowblind seems technically fit to pull off a fast, good-looking racer. Especially the multiplayer options have us drooling. Four-player racing is where it's at.

FIGHTING FORCE

Publisher:
Eidos Interactive
Developer:
Core Design
Players:
1-2
Available:
December '98
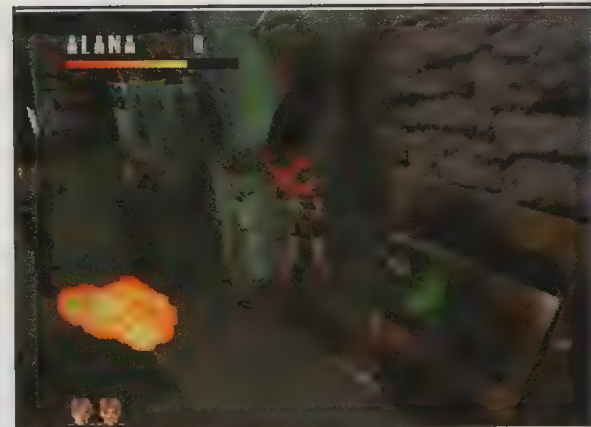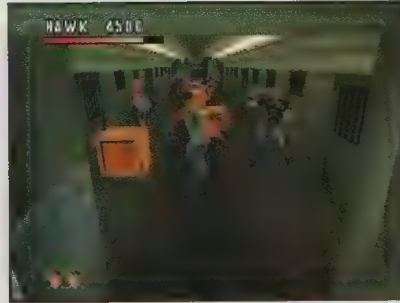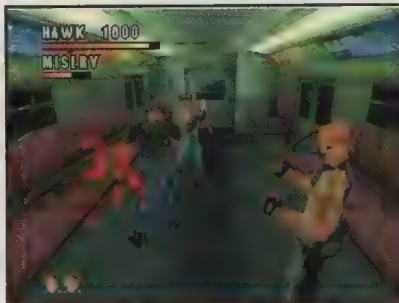
You can virtually destroy everything in Fighting Force. See a Coke machine? Smash it. A mobster limousine? Trash it. Matt's Korn CD collection? Woops...

Two years from now, a religious, drug crazed scientist by the name of Dr. Dex Zeng is sitting quietly at his desk, waiting for the end of the world. Of course, like so many religious, drug-crazed scientists, Dr. Zeng may be a genius — but he can't really predict the future. When nothing happens at midnight on the first day of the new millennium, Zeng decides that a cosmic mistake has occurred and it's his job to help nature out and destroy the Earth. On that entirely believable back-

"The world should end any moment now. There. Okay, hold on. There. What the. .?"

ground story, British developer Core Design of **Tomb Raider** fame is building the first two-player co-op fighting game for the N64. The port of the popular PlayStation beat 'em up offers the choice of four cha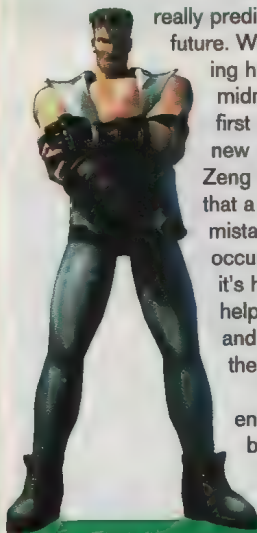racters: Hawk Manson, Ben "Smasher" Jackson, Mace Daniels, and Alana McKendrick. Each has his or her own different skills and strengths.

The game is essentially a 3D version of **Final Fight**. You fight thugs in seven long levels, broken up into 25 stages that include streets, office buildings, submarines, shopping malls and even a tropical island. But where **Fighting Force** radically differs from other fighting games is the interaction with the environments. Instead of just using their fists or some of the game's generous arsenal (guns, axes, knives), the characters can pretty much use anything they see as a weapon. For example, you can grab fire extinguishers, throw trash cans, or beat up cars, rip off their tires and haul them at your enemies. The goal of all this is, of course, to find

the megalomanical Zeng and beat the sense back into him.

Although Fighting Force is Eidos' first N64 title, it will definitely not be the company's last. Already, Eidos is thinking about bringing other PlayStation and PC franchises over to the N64. Unfortunately, what those games will be, even the mighty Janitor can only guess...

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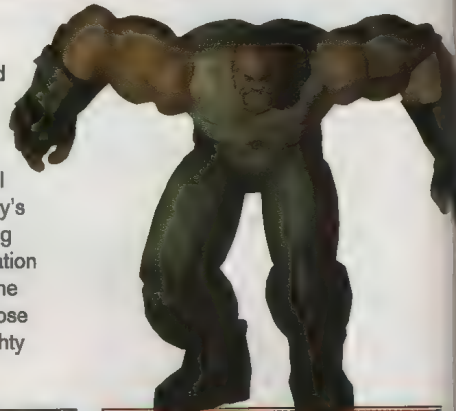
IGN64 spoke with Core Design producer Ken Lockley about Fighting Force.

Q: What are the primary differences between the N64 version and the original Fighting Force for PlayStation?

KL: For the N64 version we are using the Japanese AI, which had more time spent on it and is therefore much more well rounded. The game plays much better because of it.

Q: Considering the fact that Fighting Force was originally designed exclusively for PSX, what were some of the major limitations that you faced when porting the game to N64?

KL: We had very high expectations for the game, but came a fair bit short in the end. This is mainly down to the actual performance of the machines at the moment. We are shoving around a hell of a lot of polygons and have massive texture pages to cope with, but unfortunately the machine can only handle a half of what we wanted to put in! There was also an arena mode which we would have liked to put in the game, but due to memory and cart space were unable to do so. There is a lot of extra stuff in the N64 version, which will all add to the gaming experience. Another problem was of course the music. We had practically no memory for it left in the game, so the tunes had to be kept short and sweet.

Q: How tough was it to squeeze all the data of a CD game into a cartridge?

KL: It wasn't too bad placing it all on cart, it was mainly the music that took the space, this is why we had to write new tracks for the N64 version. Apart from that it was not much problem at all.

Q: What would you say are Fighting Force's most original features, what makes it stand out from most other 3D action titles?

KL: I think FF64 will hold its ground and is something new in this genre, but by no means are we pushing it to its limits. We will save that for another day!

Q: Was the title designed as a two-player fighter from the get-go or did you realize later into development that it would work as a co-op title?

KL: The game was always seen to be a two-player game and that's what everybody wanted.

Q: In lieu of other Core franchises, what were the primary reasons to choose Fighting Force as your N64 debut?

KL: It gives a first hand insight into N64 developing and the problems, if any, there may be. So now we are geared up for another title, maybe.

Q: Are there any plans to bring titles like Ninja, Witchblade or Tomb Raider to N64?

KL: No comment.

Q: Are you continuing to develop titles in-house or primarily focus on PlayStation development?

KL: We will be continuing to develop titles in-house, for a wide range of machines.

Q: What about Fighting Force 2? Any N64 plans yet?

KL: No comment.

Considering the shortage of both co-op games and decent fighters on N64, Fighting Force should be able to fill those gaps rather nicely. Unfortunately, it looks like the game will not offer anything new for those who have already played the PSX version.

WINBACK

Publisher:	Koei
Developer:	Koei
Players:	2
Available:	Q1 1999
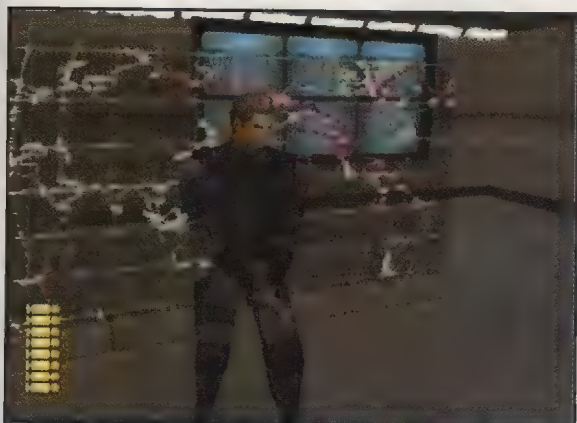
Whether you're looking for for heatseeking mini missiles or silenced automatics with laser targeting systems, hollow-tipped bullets and built-in Martini bar, Koei's got it all.
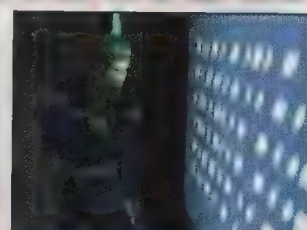
Already bored with **GoldenEye** and **Mission: Impossible**? Don't worry – the third spy game for N64 is on its way. After the more action-based approach of Rare's and Ocean's offerings, Koei's **Winback** follows more in the footsteps of Konami's **Metal Gear Solid**. Players slip into the role of Jean-Luc Cougar, a special operative in a independent government agency called S.C.A.T. (Strategic Covert Actions Team). The team, which specializes in emergency situations that call for stealth and secrecy, is called in to shut down a dangerous terrorist group intent on destruction. Winback is displayed from a third-person perspective, with a good view of both the main character and his surroundings. In order to mount the perfect surprise attack, players have to take out enemies without being seen. You have to hide behind crates, creep along walls or silently slither through enemy infested quarters. On their missions, spanning four different stages, players have access to the latest spy gadgets, including flamethrowers, rocket launchers, explosives, laser targeting systems, and machine guns.

Unlike Mission: Impossible, Winback will also feature a two-player battle mode in which players can take on the roles of other S.C.A.T. team members and square off in storage shacks and office buildings. Unfortunately, the game won't make it out for Christmas, but N64 owners can at least look forward to an action-packed spring of 1999.
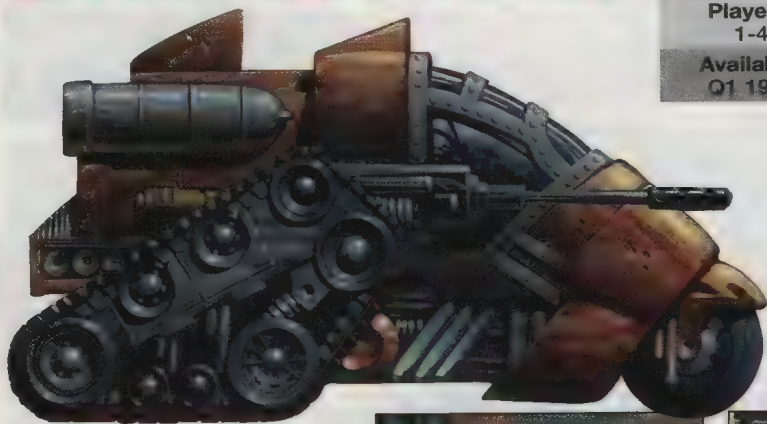
Winback already looks like Metal Gear Solid's long lost twin and will be a sure-fire hit if it plays even remotely as good. Koei needs to do something about the ugly fog in the outdoors scenes (make it a night stage), other than that, this game looks hot.

BATTLE TANX

Publisher:
3DO

Developer:
3DO

Players:
1-4

Available:
Q1 1999

3DO's first Nintendo 64 game puts players behind the controls of three deadly tanks, packed with everything from homing missiles to Independence Day inspired nukes.

"Battle Tanx is 3DO's first game on the Nintendo 64, and it's the N64's first tank game. When we started this game there were three goals that we w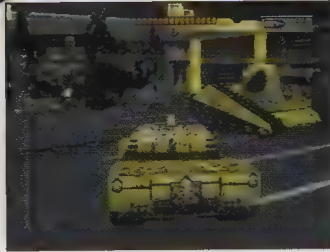anted to achieve. One is to create the coolest looking environments ever seen on the N64. The second thing was to create the coolest pyrotechnics and vehicles, and the third thing was to build a really easy to play game — multiplayer, pick-up-and-play."
—Michael Mendhelm, 3DO

Rival gangs fight for survival after a plague wipes out most of the female population on the planet. They've got women. You've got tanks.
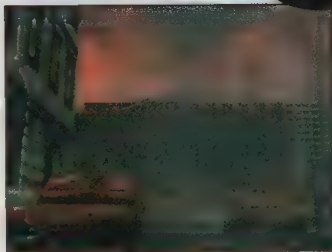
3DO's first Nintendo 64 title can best be described as *Road Warrior* with tanks. But while the battle elements resemble the classic Australian flick that set up Mel Gibson's career, the post-apocalyptic gangs in **Battle Tanx** don't fight over oil. Battle Tanx is all about women. After a plague, a virus that attacks the double-X chromosome unleashed from the jungles of South America, makes its way into the air, women begin dying by the thousands. Governments work quickly to establish quarantine zones, safehouses for women who haven't been infected by the virus, but many blame the government for the outbreak to begin with. Before long, civil wars break out. But wars aren't fought over territory or money. They are fought over women. Eventually the world is thrown into thermonuclear war and vast cities are destroyed. Surviving women are looked upon as if they are gods. Named Queen Lords, they are protected at all costs by individual tribes of men.

Under this decidedly wacko premise, players take on the role of the Queen Lord's favorite Battle Lord. Although the mission goals in Battle Tanx change from stage to stage, the Battle Lord's prime objective is to protect the Queen and make sure the tribe survives and grows in size. The weapon of choice: One of three armored vehicles. Most of the time, gamers will drive around in the standard Battle Tank, flattening any parked cars, street lamps or barricades that stand in the way. But sometimes speed is more important than destructive

Your primary battle tank can be equipped with all kinds of military gadgets. Cloaking fields, panzer mines, speed boosts, rocket launchers, lasers -- you name it. Sorry, no subwoofer and fuzzy dice.

INTERVIEW

A Word with Michael Mendheim, Lead Designer of Battle Tanx.

Q: Did you use real US tanks as models?

Michael: We use an M1A1, but the rest of the tanks are completely modified enhancements, like when you see a motorcycle in *Road Warrior*, you've got a lot of stuff on it.

Q: Explosions on the N64 have always been really simple. Are you finding that a troublesome area, or have you surpassed that obstacle?

Michael: We have an A-star team. One of the guys who is working on the explosions, Dan Geisler — he did all of the **Road Rash** games — he came up with this explosion-particle system that we can edit. Dan and the art team got together for a month and they created this incredible explosion editor. They can edit the size of their explosions, the lengths of time, how much smoke there is, and it's an ongoing tool that we're just going to keep adding to as we go to the next game and the following game.

3DO managed to squeeze gigantic explosions and flame effects out of the N64's hardware, despite 4k texture cache.

power. That's where the small Motorcycle Tanks come in. These fast flaks on wheels are ideal for hit and run missions or for sneaking into the enemy's camp and stealing a queen. On the downside, they're also very vulnerable to tank fire and every Queen's lair is guarded by yet another piece of heavy artillery: The Goliath Tank, a rail gun of immense fire power.

The levels in Battle Tanx range from San Francisco's Fisherman's Wharf to Area 51, complete with UFO hangars and parked Stealth Bombers. But instead of just making the cities and landscapes simple, eye candy backdrops like in most games, Battle Tanx features interactive environments with many breakaway elements. In fact, the development team has designed each city in a way that actually encourages exploration through destruction. For example, if a building blocks the way to a near-by road, players can easily blast right through the building and move-on. Which brings us to the weapons. Although you drive around in tanks at all times, Battle Tanx isn't stingy with weapons

upgrades and power-ups that are hidden throughout the levels. There are mines, sentry guns, invisibility, super-speed, shields, a flamethrower, and more. But easily the best upgrade is the seeker missile that you can launch at your opponent and steer through the streets from a first-person view. There is nothing more satisfying than playing a missile vs. tank cat and mouse chase around the block and finally nailing the sucker. For the most powerful weapon, the Nuke, the designers at 3DO borrowed the city-flattening shockwave effect from the movie *Independence Day*.

According to 3DO, one feature that was always at the top of the game's design document is the multiplayer mode. The idea was to create a game that offers the same furious four-player battles as Nintendo's **Mario Kart** — only that there aren't any super-happy green turtles and banana peels to be found. In addition to smoothly running deathmatches with up to four humans (computer drones will fill in if desired), Battle Tanx also enables players to team up and play a sort of "capture the flag."

Naturally, the flags are women and capturing them usually means blowing up tons of tanks and reducing the enemy's lurking Goliath to a heap of scrap metal.

Not slated until release in early '99, Battle Tanx could turn out to be just the right tool to ease post-Christmas boredom. Who knows, the more adult approach and simple yet deep four-player action might just steal some of **GoldenEye**'s fire.
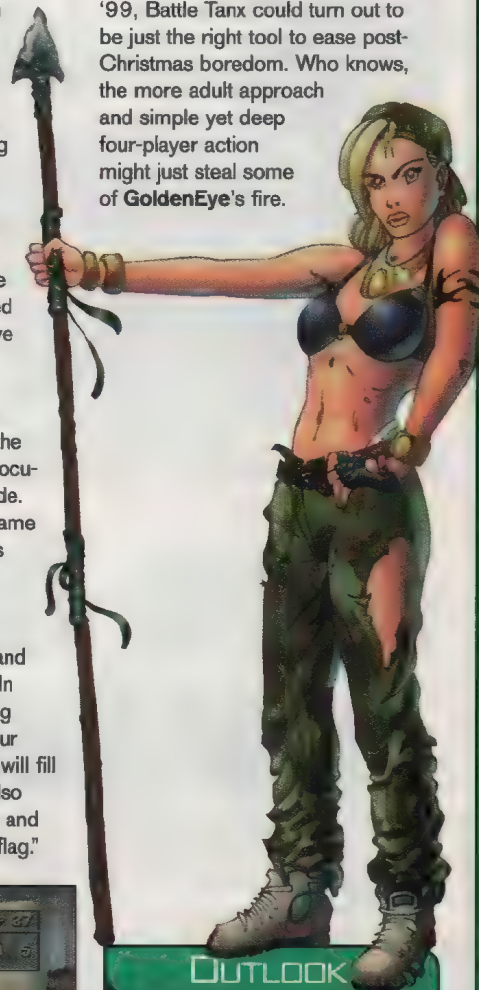
OUTLOOK

Tanks and four-player deathmatches are a match made in Heaven. If 3DO manages to polish the tank textures and creates plenty of interesting one-player missions, it's hard to see how this game could fail. One thing is for certain: The four-player mode will rock!

ROADSTERS '99

The latest racer from the creators of **Automobili Lamborghini** features more than 20 original roadsters that closely resemble such hip rides as the Porsche Boxter, BMW Z3, Mazda Miata and Renault's Spider. Using an improved 3D engine from its predecessor, **Roadsters '99** looks better, enables more cars on screen at the same time, and moves much faster. The unfinished version of the game we saw already pushed eight cars on screen at the same time — without slowing down. A whopping 10 distinct tracks will be accessible off the bat, with at least two hidden tracks, as well as changing times of day and weather conditions. On the effects side, you can expect the usual fare: Skid marks, smoke effects and lens flare galore.

Like Automobili Lamborghini, Roadsters '99 again offers a competitive four-player split-screen mode at smooth framerates, but Titus says the programmers have yet another multiplayer mode up their sleeves that they are not yet unveiling to the public. Already, Roadsters is a vast improvement over Lamborghini. With its gorgeous graphics, full steering wheel support, and promising multiplayer features, Roadsters may be one of the few "serious" racers to appeal to an audience of sim and arcade fans alike.

Roadsters '99's drivers have absolutely no problem driving "topless" in any kind of weather. Hey, it's from France.

OUTLOOK

Titus is trying to address everything gamers didn't like about Lamborghini and make the sequel a much better game. Looks like a success so far.
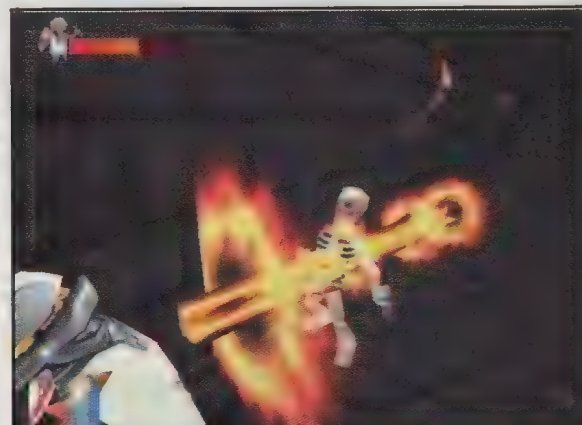
HYPE: THE TIME QUEST

Next to **Lego Racers** and **Micro Machines**, **Hype** is the third N64 title spawned from a popular toy series. Although it's not readily apparent from the game's title, the characters and locations are all based on Playmobil — those jolly plastic men with their fashionable zig-zag haircuts and noseless faces. The hero of this game is Hype, a medieval knight who is accidentally sent back in time. The game mainly deals with his quest to get back home, adventuring his way through 13 levels of puzzles and sword fighting. Gameplay is a mixture of roleplaying (you need to talk to many characters to find your way through the plastic Middle Ages) and puzzle-solving. Throughout the game, Hype also picks up new weapons and magical spells, takes part in jousting tournaments, and even befriends a dragon.

So far, the N64 version is still way too early in development to pose for screenshots, but rub some Vaseline on these PC shots and you should get an idea of what the game will look like. We're just kidding. Ubi actually said that the programmers are trying for a very sharp, high resolution look with the N64 version, complete with smooth framerates and light-sourcing effects. Hype is currently scheduled for a Spring '99 release. Keep your round, black, painted-on eyes open for this one.

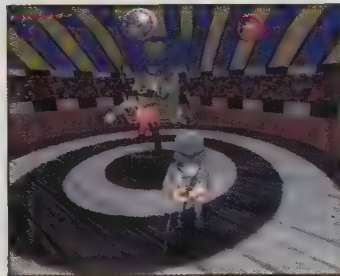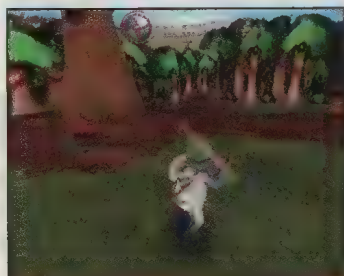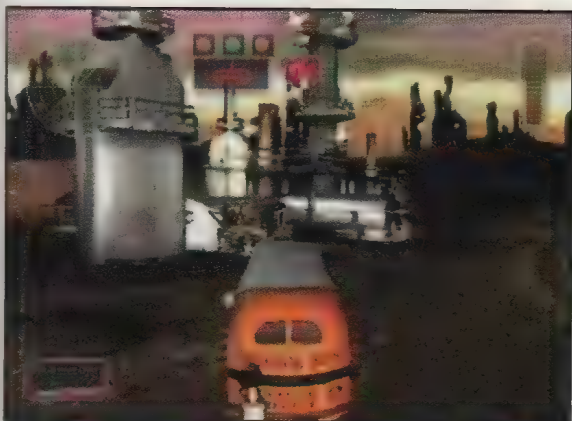**Those little plastic Playmobil skeletons don't look all that harmless anymore when you're the same size.**

OUTLOOK

Despite the kiddie license, Hype is shaping up to become a very sophisticated title. It's kind of embarassing, but we're really looking forward to this game.

VIGILANTE 8

The groovy selection of vehicles makes Twisted Metal look like Mario Kart. Vigilante ups the ante in every department: Two-player co-op, four players, hi-res.

T here is probably not a single N64 owner who hasn't at one time cast a jealous eye at SingleTrac's **Twisted Metal** series on PlayStation. Despite the fact that Nintendo triumphantly announced SingleTrac's N64 developer status two years ago, vehicle combat games have somehow never found their way onto the console. Until now, that is. N64 newcomer Activision has beaten GT to the punch and recruited the talented guys at Luxoflux to create a 64-bit version of **Vigilante**, a semi-sequel to the ever-popular **Interstate 76**.

Finally a way to take out three of our friends without scratching our car's paint...
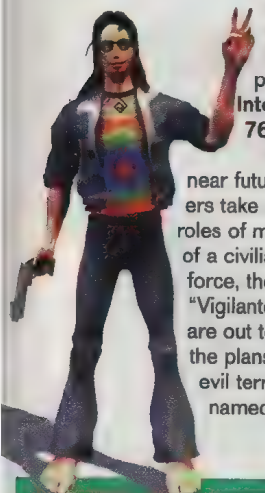
Set in the near future, players take on the roles of members of a civilian task force, the "Vigilantes," who are out to spoil the plans of an evil terrorist named Sid

Burn. After a worldwide oil shortage, Burn was hired by OMAR, a foreign multinational oil consortium, to single-handedly wreck the US economy. His price: $100 million. That's almost $500 bucks after taxes! Burn puts together an army of motorized gangsters known as the "Coyotes," and within days, the gang managed to blow up most oil refineries and commercial installations throughout the region. That was before the bastards got their hands on UFO technology. Yes, you heard right. The Coyotes invade Site-4 in Nevada and grab a hold of the most deadly arsenal on the face of the Earth. That's where the Vigilantes come in. The robbery goes sour and the Vigilantes get a share of the weaponry. The road war begins.

Select from eight messed up drivers, each with their own fully loaded '70s-style car, including a camper equipped with an arsenal of killer bees and a school bus that belches toxic smoke. Battles take place in eight Southwest-flavored zones, rendered to perfection in beautiful 3D. In addition to streets, tunnels and buildings, there are also many destructible elements in the levels. After all, blowing things up is what this game is all about. If you're lucky, you will discover one of many hidden surprises, such as secret characters, weapons and cars. Since they're based on alien technology, the weapons in **Vigilante 8** pack quite a wallop. Some of the more popular choices include the Mosquito Machine Gun, Interceptor Missiles, Bull's Eye Rockets, Sky Hammer Mortars, Bruiser Cannons and Roadkill Mines.

Judging from the early version we saw, the N64 version of Vigilante 8 stays true to the PlayStation original in almost every respect. But the developers aren't simply ignoring some of the console's special features, either. Analog stick? Analog control it is. Four controller ports? Four players it is. 4MB RAM expansion? Hi-res it is. Yep, Vigilante 8 will fully support the RAM booster for the sharpest high resolution visuals around — even in four-player mode. In response to many gamers' requests, Vigilante 8 producer Murali Tegulapalle is also adding a new quest mode for the Aliens, a two-player co-op mode, plus all-new brawl, smear and survival modes. Graphically, Vigilante 8 on N64 promises to become everything the PlayStation version was. Expect lens flares, real-time reflection mapping, car damage and hot 3D landscapes from the California oil fields to a Colorado ski resort. Look for Vigilante 8 in March of '99.
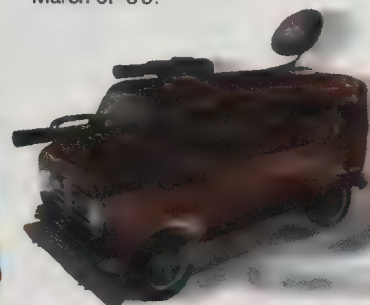
OUTLOOK

The best feature of the PSX version was its crazy multiplayer mode. We can only imagine how great it will be when you throw in two more players on top of that. The graphics already look better than in the original — Vigilante 8 should be at the top of everyone's "to-buy list."
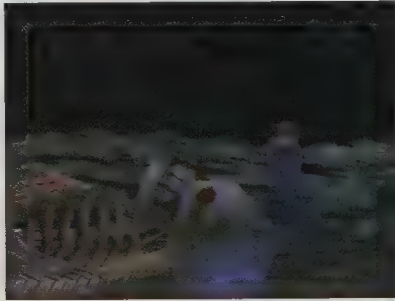
CASTLEVANIA

Publisher:
Konami
Developer:
KCEK
Players:
1
Available:
Q1 1999

With the first 3D Castlevania game, Konami is looking to redefine its long-running series and create the most cinematic gameplay experience yet.

For the 14th time since a Belmont headed into Dracula's castle on the NES back in 1987, the creaking gates of **Castlevania** swing open to give life to whatever evil lurks inside.

When Dracula and his minions refuse to stay dead, it's time to bring out the whip.

Konami's gothic adventure classic is back -- but this one is different. Simply named Castlevania -- exactly like its 8-bit predecessor, the latest Belmont adventure seems to mark an entirely new beginning for the series. Made possible by the increasingly powerful hardware of the next generation of consoles, Konami is daring to cross that fateful threshold into the third dimension. A bold move, considering that converting a beloved 2D masterpiece into 3D is not without its pitfalls. Konami's original concept for the 64-bit Castlevania called for complex, intertwining game paths, detailed graphics, four playable characters, and an innovative day/night system. With more and more features added every day, the project gradually evolved into something so ambitious that the programming team at KCEK in Kobe couldn't keep up -- and the game's release date was pushed back again and again. A showing behind closed doors at E3 '98 confirmed everyone's worst fears: Castlevania looked like it was still years away from being finished. Luckily, Konami finally sat down and streamlined the project, sacrificing two of the player characters in favor of more focused game development and better gameplay. The move has paid off. Other than the lower character variety, every element Konami wanted to put into the game is going to make it in. Castlevania is finally emerging from its vaporware state to become a real game, worthy of the high profile name.

Judging from the latest version we were able to play, Castlevania looks like it's right on tracks for a Spring/Summer 1999 release. Players choose from two characters: Schneider Belmont, a master of the whip, and Carrie Eastfield, a young girl adept at using magic spells. Depending on which character you choose, the game's quest will be slightly different. For example, playing as Schneider you will never face a certain boss, whereas Carrie will be able to avoid another tough obstacle designed for Schneider. To make the game even less linear, Konami also added an element of time. As you play along, it will slowly get darker and darker until night falls. Apart from looking cool, night directly affects the enemy characters, as they thrive in the darkness and are weakened by light.

The game starts off in the woods, somewhere in Transylvania. As Belmont enters the clearing, he sees a skeleton on the ground. Off to the left a dead body lies next to a crashed motorcycle. Approach the dead body and the game will

Castlevania's has a lot in common with the White House: An army of the dead, spider women, and plenty of skeletons in the closet.

seamlessly proceed to one of the many real-time rendered cutscenes that drive the story forward. As Belmont kneels down to examine the body, the skeleton behind him starts to violently shake, accompanied by appropriate bone rattling noises — and finally gets up. Other skeletons rise from the dirt, reminiscent of Ray Harryhausen's undead warriors in the movie *Jason and the Argonauts*. This is where you take over. Using Belmont's whip and sword, you cut the skeletons down to size. However, cutting off a head or a limb doesn't prevent the undead from attacking, so be sure to scatter the bones with a well-placed hit. Once in a while, a "special" blue skeleton will appear. Bent on destruction, this returning favorite will blow itself up just to take you out. In order to make aiming the whip easier in 3D space, Konami came up with a targeting system that locks on to the closest character. You will still have to face in the right direction, but the aiming mechanism is forgiving enough to keep 3D frustration low.

Gameplay is the usual mixture of action and platform jumping that has made the series a favorite with many platform fans. Whenever you destroy an opponent, you receive either sparkling gems or power-ups and special weapons to help you survive. Many of the classic weapons return, including the cross, holy water, and the small daggers that can be hurled at approaching monsters. Castlevania buffs will also recognize many of the creatures from the series, such as the spider women, lizardmen, bats, Behemoth, bone dragons and even Death himself. But finding keys and toggling switches is as much a part of gameplay as avoiding and fighting enemies. Players will sometimes encounter locked gates early on in a level and need to find a way to get in. The solution can be anything from a switch to a hidden door.

Graphically, Castlevania sports that slightly overfiltered look that all Konami N64 titles seem to have, but the game runs at a smooth framerate and sports some of the most impressive animation in the series. You will also be able to marvel at plenty real-time lighting effects that cause eerie glows and douse the characters in colored light when they are near luminescent objects, such as ghosts or rubies. Then, of course, there is the sound. Although the programmers still have lots of work ahead of them in making the game a worthy Castlevania successor, the music already ranks among the best we have heard on the system. Some of the classic themes return, but they are also many new compositions, beautifully orchestrated with the best midi violins yet.

Konami is aiming for a worldwide release of Castlevania early next year, so sharpen your stakes. With **Metal Gear Solid** generating most of the attention in the Konami camp on PlayStation, it is only fitting that the next big game will be on Nintendo 64. Here is hoping that Konami won't settle for anything less than great.
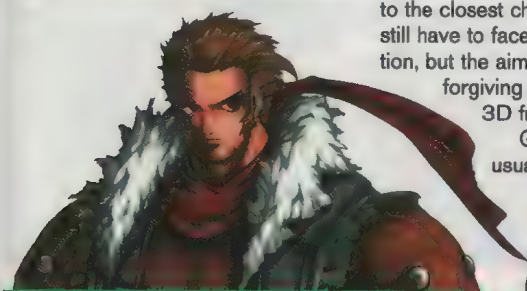
PERFECT DARK

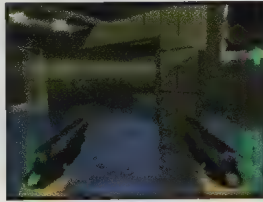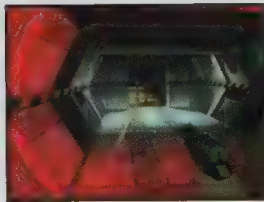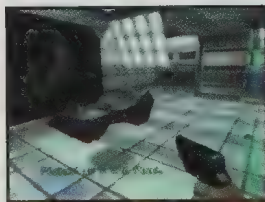|	
Publisher:	Nintendo
Developer:	Rare
Players:	1-4
Available:	Q4 '99
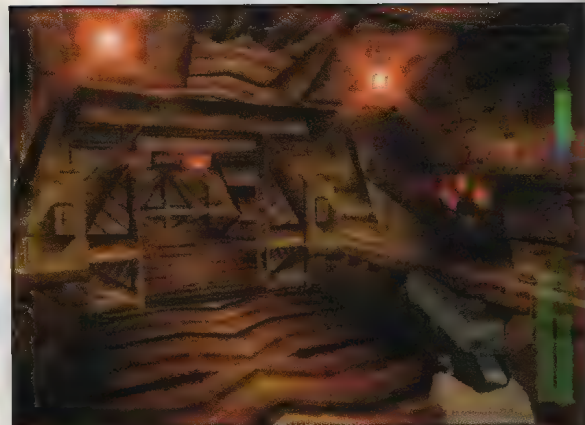
So it's not the snobby British agent. And it's not Leia Loveday. Perfect Dark introduces a completely new character, part Scully, part terminator: Joanna "Perfect" Dark.

Easily one of the most eagerly-awaited Nintendo 64 games ever, Rare's **Perfect Dark** is the pseudo-sequel to **GoldenEye 007**.

Rare's follow up to GoldenEye is set to redefine the way we look at aliens. And how we kill them.

Instead of the British spy, the game stars Joanna Dark, a field-op agent who finds herself mixed up in a conspiracy involving government cover-ups and aliens. Breaking the shackles of the GoldenEye license has actu-ally worked out for the better as Rare has managed a plethora of missions that play like something out of *The X-Files*. One mission in particular takes players into the mysterious Area 51 to rescue an alien life-form, whereas another stage has Joanna swimming through an underwater world while battling enemies in stealth.

Developed by the GoldenEye team, it is by no coincidence that Perfect Dark runs on an enhanced version of the GoldenEye engine that allows for greater lighting effects, smoother framerates and an optimized four-player mode. But the improvements don't stop there. Rare is also planning to expand Perfect Dark's multi-player horizons with a new two-player cooperative mode. Besides a com-mendable selection of new weapons and the ability to lock-on to multiple ene-mies at once, PD also gives players the freedom to ride hover-bikes, and use objects to their advantage by push-ing them.

Perfect Dark will also support Nintendo's 4MB Expansion Pak for enhanced visual options. As Rare has never been one to rush a game, it should come as no surprise that PD isn't sched-uled to ship until late '99. Hey, it takes time to make a game wor-thy of the GoldenEye throne. Look for this to be one of 1999's headlining titles.

Rare has adapted the GoldenEye engine to handle the moody Blade Runner inspired graphics of Perfect Dark. The outcome is spectacular.

OUTLOOK

After the stellar GoldenEye, Rare could poop in a bucket and still have the best-selling game of the year. From what we have seen of the Goldenboys' latest, Perfect Dark will again set the standard for action shooters, in graphics, sound, and gameplay.

STARSHOT
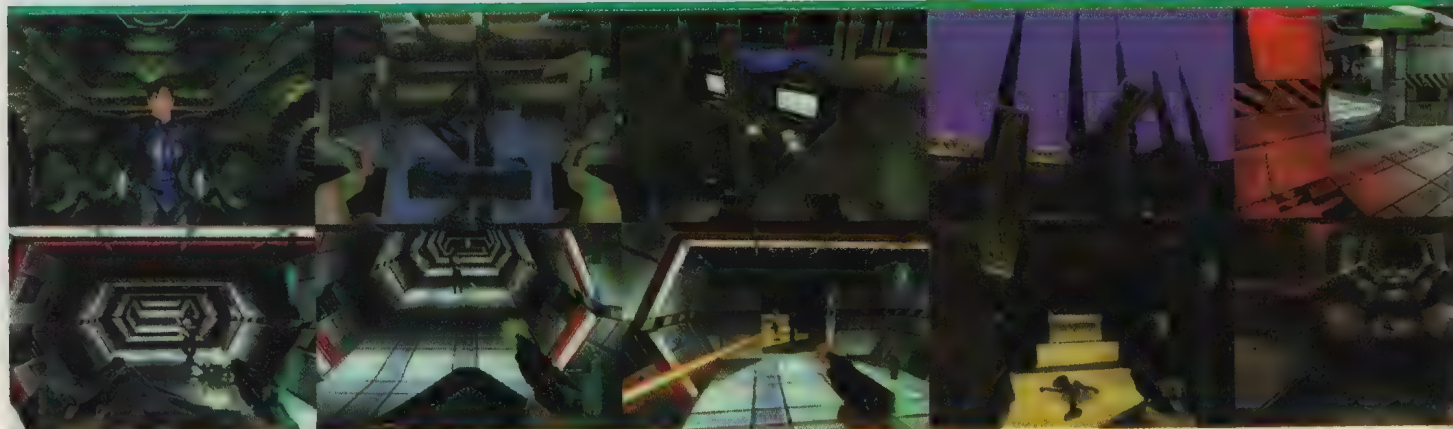
Can you guess how Infogrames came up with this character's name? Hint: He shoots stars. Yes, we're horrible.

Either everyone's gone nuts in Europe, or France's game designers have caught the platformer bug. Formerly known as **Space Circus**, Infogrames' **Starshot** is a character-driven cartoon adventure starring (wait for it) a circus performer named Starshot. Apart from the usual platform moves like jumping swimming and running, Starshot has the unique ability to... Man, this will catch you totally by surprise. Okay, here we go: Starshot can shoot stars. Actually, as trite as this premise sounds, the game does feature an involving background plot and some pretty unique ideas. As part of a travelling space circus that's seen better days, Starshot is trying to jumpstart business by coming up with new attractions and hiring new performers. Naturally, there are armies of alien competitors who would rather see the circus fail and send Starshot home packing.

Gameplay differs from most platformers by offering far more action at much higher speeds. Instead of simply jumping about, players need to shoot almost nonstop to get through the seven huge worlds in the game.

Starshot also has a few extra tricks up his sleeve that can help him get to hidden areas and take out hard-to-reach enemies. For example, instead of simply wildly firing shots at his opponents, 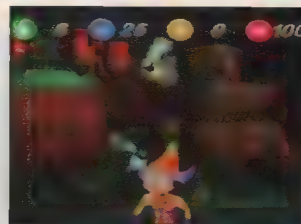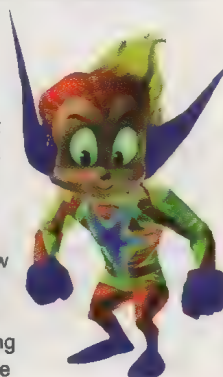players can hold down the shot button and remotely steer the projectile and guide it to its target. If that's not enough to grab your interest, how about flying through the air at dizzying speeds while holding on to a rocket? Too bad you will have to wait a little before your dream of becoming a space circus juggler can come true. The basic game and level design is already complete, but Infogrames is still working on smoothness and control issues. If everything goes well, Starshot should be ready to roll out before the end of the year.

OUTLOOK

If Ocean/Infogrames can up the speed and smoothness of the N64 version to make it more like the PC Starshot, the game's visual punch could push it over the top.

V-RALLY

Infogrames is finally bringing one of Europe's most successful racers to N64.

If you like **Top Gear Rally** but you're looking for more realism, international tracks and officially licensed cars, Infogrames' latest could turn out to be your dream racer. Based on the European hit for the PlayStation, **V-Rally '98 Championship Edition** has all the courses from the original, but adds a new multiplayer mode and a few new car licenses.

Players are able to choose from 12 authentic 1998 cars by Toyota, Ford, Mitsubishi, Subaru, Nissan, Peugeot, Renault, Seat and Skoda. New cars exclusive to the Nintendo 64 include Citroen, Hyundai and Volkswagen. V-Rally '98 Championship Edition features four modes of play; Arcade, Time Trial, Championship and an all-new Rally Mode where players race one by one against the clock. The selection of tracks is impressive, too. One or two players can go head-to-head in the French Alps and New Zealand, speed through the European countryside in England, Spain, Sweden, and Corsica, and even take a jungle tour in Indonesia. To add even more variety, Infogrames also thought of changing daylight conditions as well as fog, rain and snow. V-Rally '98 made its first appearance at the ECTS show in England and impressed onlookers with smooth and fast graphics. We have yet to actually play the game, but given the pedigree of the series, V-Rally is sure to please.

OUTLOOK

A close port of the PSX title. If the graphics, control and gameplay live up to Top Gear Rally, Infogrames could be the company to steal the rally crown from Boss.
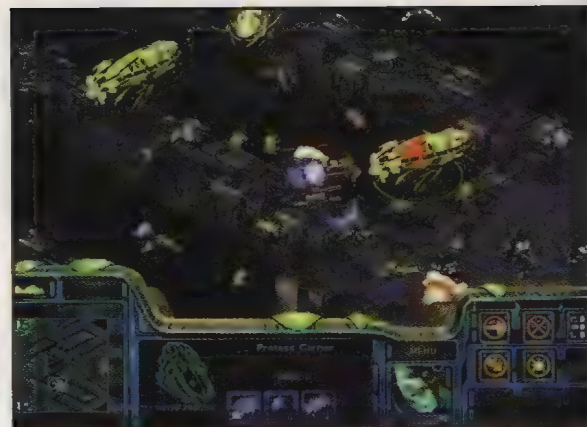
STARCRAFT

In case you're wondering what Nintendo has in store for late '99 – how about the exclusive console version of the hottest real-time strategy game yet? **StarCraft 64** will be co-published by Nintendo and Blizzard and tries to recreate the fast action and strategy elements of the PC version to

a tee. Running in 640x480 hi-res mode, StarCraft 64 combines isometric strategy gaming with incredible graphics, plenty of action and a heavy dose of humor. You play one of three distinct races. The first, and probably most important race is the Terrans, human explorers with hi-tech floatable settlements, stealth fighters, tanks, and a never-ending supply of fire power. The bad guys are called Zerg and should be instantly familiar to anyone who has seen the movie *Starship Troopers*. Zerg are hive-based, deadly bugs that breed and evolve on a carpet of purple puss. Kind of like the guys at PSM. Finally, another alien race pops up out of

nowhere: The Protoss, a psionic race with pylon driven technology, cloaking shields and deadly machinery.

StarCraft leads players through 30 do-or-die missions for domination of the universe. If you've played WarCraft or Command & Conquer, you know the drill. Instruct workers to build different types of buildings (or pupate, in the case of the Zerg), create troops and machinery, then set out to decimate the enemy by the press of a button – all in realtime.

The N64 version will feature a few new levels, a secret new mul-

In an unusual display of initiative, Nintendo snagged the exclusive console rights to StarCraft. But who is developing the game? Our bets are on a company starting with "I."

tiplayer mode and a number of new, console-exclusive troops. Here's hoping Nintendo will come up with some kind of innovative add-on or feature (modem plug, link-up cable), and well-made control options to offer the same fast action of the PC original.

OUTLOOK

This game will be huge on N64, but Blizzard and Nintendo have to come up with some innovative solutions to the "split-screen problem." You do NOT want to see what the other player is doing.

GAUNTLET LEGENDS

Are game companies running out of ideas? It seems that half of next year's games are based on '80s arcade or Atari 2600 titles. Still, we won't complain when the game happens to be an update of one of our all-time favorite four-player action hits. **Gauntlet Legends**, a 3D polygonal sequel to Ed Logg's overhead shooter from 1985, is set to arrive on N64 next summer, complete with four-

player support and classic sound bytes. Apart from the fact that everyone was amazed by the fact that the old arcade machine could talk, most older gamers will have the words "your life force is running out" permanently burned into their memories.

Like its predecessor, Gauntlet Legends sends four players into medieval dungeons searching for treasure, killing monsters and avoiding traps. The gameplay remains largely the same, but Legends adds a 3D playfield with multiple levels, big bosses, special moves, new magic spells, a

turbo button, more power-ups, and a detailed storyline to the frantic

After returning to arcades in full force (above) Gauntlet is now on its way to Nintendo 64 as well. Remember: Don't shoot food.

action of the original. Players select one of four characters -- Warrior, Valkyrie, Wizard, and Archer (replacing the Elf) -- as well as a few secret ones, and go up against more than 50 different creatures, from the smallest spiders all the way to a full-grown dragon. Like in RPGs, the player characters gain experience points and evolve over time to learn more magic and become stronger and quicker.

Although most gameplay elements will be the same, the N64

version of Gauntlet Legends will have slightly different level designs and a less linear quest for a more interesting single player mode. Atari Games is developing the game in-house, so N64 owners can look forward to a smashing conversion.

OUTLOOK

Midway has shown that it knows how to do great arcade ports with Rush, MK4 and Blitz. With Atari working on the project, this can't go wrong.
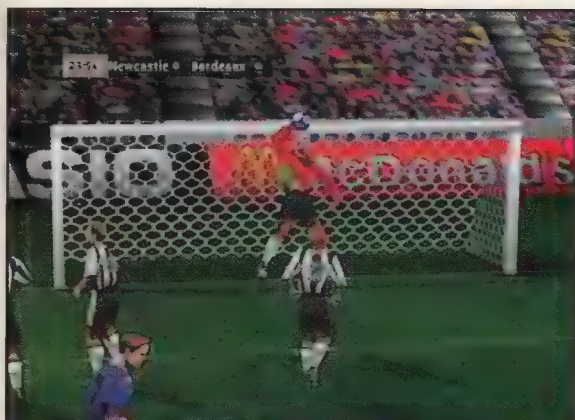
FIFA 99

It may not look as if FIFA 99's graphics are a huge improvement over FIFA Road to World Cup 98, but EA is promising smoother framerates and many new gameplay features.

The FIFA series has steadily improved since EA released its first N64 title, **FIFA 64**, but it could never quite match Konami's soccer king. **International Superstar Soccer**. With the fourth game, **FIFA 99**, EA Sports now wants to dethrone the reigning soccer game and make its series not only the best-looking, but also the best-playing football experience around. Key improvements include better, tighter AI, faster framerates, and more fluid control.

Instead of insisting on executing the motion-captured animations from start to finish, EA added "interruptible" moves. You can now start to turn the opposite direction and quickly break away to trick your opponent. New moves include directional chest traps that let you shield the ball from defenders, slide hooks and dummy moves. All in all, FIFA 99 now boasts 835 different animation sequences, 60% more than **FIFA 98**. But EA didn't stop with the graphics and control. The reworked CPU AI now also

reacts more intelligently. For example, near the attacker's goal, the defenders mark loosely, but as soon as the ball is closer to their own goal, the players mark tightly and attack more aggressively. The improved AI also makes sure that CPU-controlled teammates support the other players all over the field. Your CPU drones will now make much more realistic choices, such as running into the box to wait for a pass from the wing.

The number of teams has also

received a healthy boost. Instead of the 172 teams in FIFA 98, players will now have the choice of a whopping 250, including 12 complete leagues. FIFA 99 is already in the final stages of development and should be available by the end of 1998.

OUTLOOK

If EA follows through with all of the usual improvements and smoothens out some of the framerate drops, FIFA 99 could finally be the game to beat ISS.

LODE RUNNER 64

It may look like a platformer, but it's really a puzzle game. Is there anyone else out there who never knew Lode Runner had a gun? He was just a white "X," for goodness sakes!

Seattle-based Big Bang Software is working hard to resurrect a piece of gaming history. Based on the 1983 classic, **Lode Runner 64** takes the tricky puzzle elements from the original platformer and adds sharp hi-res 3D graphics. The object of the game is to help Lode Runner make his way through more than 100 levels, each with only one exit and lots of obstacles to overcome.

Despite its new 64-bit clothing, gameplay is largely faithful to the predecessor, with puzzle solving over action. Being unable to jump, Lode Runner must destroy tiles and blocks with his laser gun to access new areas or drop down to other platforms. Since he cannot shoot the block he is standing on, it

is vital to always leave a large enough gap to give Lode Runner room to maneuver. If the gap is only one box wide, Lode Runner may become trapped and will have to start the level over again. For some situations, you can also employ the unwilling help of robots or alien creatures. For example, to cross a gap in a walkway, lure the alien into it, then safely walk over its head. Sometimes, Lode Runner is able to use items, such as bombs or switch on teleporters and elevators to make it to the end.

Big Bang is currently tweaking and fine tuning the title and is planning to shop it around to
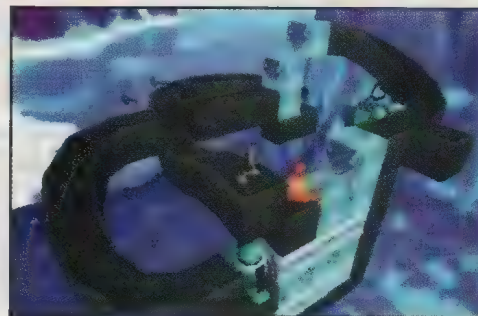
potential publishers. If everything goes well, you should be able to play the game as early as Spring '99.

OUTLOOK

The puzzle elements are fantastic, but Big Bang needs to try and up the presentation a bit to draw gamers into the game. Promising puzzle title.
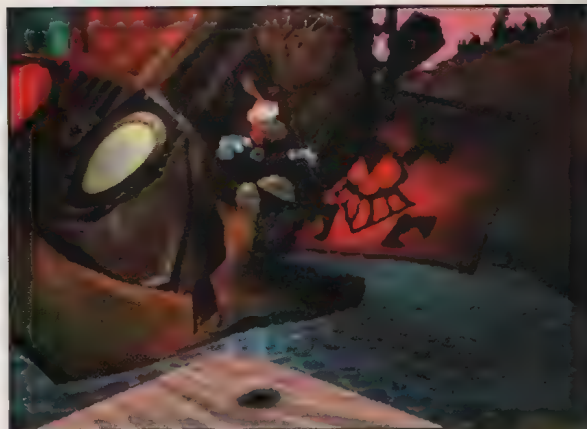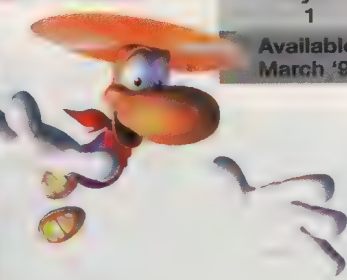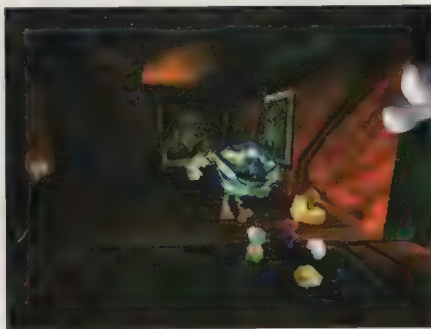
RAYMAN 2

It's been a while since we've seen this guy in a game. Michel Ancel's Rayman is entering the third dimension.

Amazingly enough, **Rayman's** debut was four years ago. In videogame years (sort of like dog years), that's a long time. As a matter of fact, the platformer starring the colorful, jointless character was Ubi Soft's very first in-house title.

INTERVIEW

A word with Michel Ancel, creator of Rayman.

IGN64: Besides Rayman 2, what else are you working on?

Michel: We're working on the cartoon right now, which will show all over the world. It'll be a computer-graphic rendered cartoon in full 3D. Currently, we're opening up a New York office and we've hired American artists to design the game.

IGN64: There has been talk about a Rayman movie. Has that been started, what's the story like, and who's doing it?

Michel: It hasn't been started, but of course we want to make a movie. It's important for us to take time and think out a really good story. Right? Movies are anywhere from one to two hours. You know you have to keep people entertained for more than an hour. Maybe while we're creating the cartoons, we'll think up a movie storyline. We have many movie ideas!

In 1998, only three years after Rayman hit nearly all of the 32-bit systems, Ubi Soft has quadrupled in size, with offices in China, Canada, France, and the US.

Still, amongst all of this change, Rayman remains the company's major driving force. With **Rayman 2: The Great Escape** now coming to Nintendo 64, the most significant platform will receive the goofy, colorful alien for the first time.

IGN64 traveled to Paris, France, the central location of Ubi's development, to see and play a 50% complete Rayman 2, due out in March '99. Fully playable, the polygonal, texture-mapped environments are rich in color and psychedelic in design, staying true to the original. The gameplay, however, has graduated and become more complex, as the development team is striving for a true action-based, fully 3D experience. "This game is more action-based, with lots of soaring, jumping and climbing, and less puzzle-oriented," said Greg Gobbi, the game's producer. "There is very little adventuring."

Well, only in a manner of speaking. Rayman, fully equipped with all powers from the word go, will take more wild rides and control more vehicles than ever. He can pilot a boat, hook up with some friends to water ski, ride a wild explosive barrel and tame a bucking bronco bomb (complete with legs
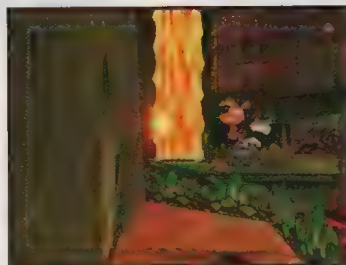
and tennis shoes). Rayman can still propeller-hover as well as somersault and hurl power bursts. But his 3D form enables him more flexibility, thanks to the enhanced **Tonic Trouble** engine. Now he's able to swim, swing monkey-bar style, climb up walls and hang from various objects.

In the new adventure, Mr. Dark (the bad guy from the first game) is replaced by a crew of space pirates who not only imprison Rayman's friends, but learn from them intricate ways of torturing and putting an end to his life. Traversing about 30 levels and encountering four bosses, Rayman must free all his friends and collect baskets of golden fireflies before facing the big end-boss.

The most amazing aspects of the game are found in its imaginative level designs and the phalanx of platform-style obstacles Rayman must overcome, such as a crumbling hillside and a
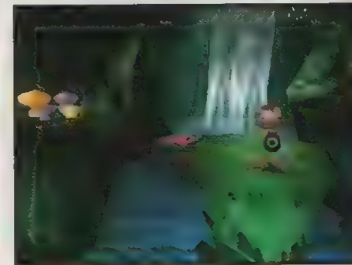
looping, multi-segmented tube into which Rayman pilots an explosive barrel. Rayman 2 will arrive on either a 128- or 256-megabit cart, and could possibly run in high resolution, if the team can keep the framerate up.

OUTLOOK

The variety of textures is bountiful, and even at 50% complete, the game was truly impressive looking. With some tuning to the game control and an increase in the frame rate (to a constant 30 fps), Rayman will come out looking better than ever.

TONIC TROUBLE

Publisher:
Ubi Soft

Developer:
Ubi Soft

Players:
1

Available:
Q1 '99

Don't call him Rayman. The comical alien may not have legs to stand on, but his game is looking mighty swell.

Formerly known as Hed or Ed, Ubi Soft's **Tonic Trouble** was originally going to be a 3D version of **Rayman**. But then Ubi decided to bring the real Rayman into the 3D realm as well, so Tonic Trouble evolved from a semi-sequel of sorts into a full-blown platformer with its own identity. Like in Michel Ancel's Rayman, players take control of a jointless cartoon-like character out to set things right in a world gone wrong. But while Rayman is a natural-born hero, Ed is just the opposite: A clumsy anti-hero who must fix the terrible chaos he has caused.

The game starts off as Ed, a neurotic extra-terrestrial with an unhealthy purple skin tone, is cleaning up in his space ship. After chasing down a slimy little space critter with his broom, Ed accidentally drops a can of galactic soda out of his spaceship's hatch. The "tonic" falls straight down to Earth and spreads nearly insurmountable chaos. Once harmless carrots turn into psychotic, toothed villains, guppies turn to sharks, and a sleeping Viking named Grogh snaps and runs rampant. Slightly embarrassed by the trouble he has caused, Ed lands on Earth to set things right. Armed only with his trusty blow pipe, he runs, jumps, swims, crawls and flies through a number of surreal levels, ranging from an icy slide down a glacier to veggie-infested meadows with rainbow-colored streams. Not slated to appear until 1999, Ubi is heavily tweaking gameplay elements and adding lots of sound effects and funky music tracks to make Ed more than just a purple face in the crowd.

OUTLOOK

Early demos were still troubled by choppy framerates, but recent versions are looking very sharp. Awesome music, too. TT is getting better and better.

FOX SPORTS COLLEGE HOOPS '99

Publisher:
Fox Interactive

Developer:
Z-Axis

Players:
2

Available:
December '98

Z-Axis and Fox Interactive's cure for the NBA lockout.

Fox Interactive has teamed up with first-time N64 developer Z-Axis to plug yet another hole in the N64's sports lineup. **Fox Sports College Hoops '99** features 120 college teams, each sporting accurate uniforms and team rosters, and a unique "fan participation" feature. Actually, a better name for this interesting little extra would be "smack talk option". After every point, the winning player has the option of taunting the loser at the press of a button.

Besides the commonplace Exhibition mode, College Hoops offers a full season competition, Conference Tournament, NCAA Tournament or Final Four. Naturally, the game includes all the trademark basketball plays, with a special emphasis on the N64's analog stick. Multi-directional passing is just one of many uses for the stick. The direction you push after pressing the dunk or pass button also controls different offensive moves, fakes and dunks. On the defensive side, players can block dunk attempts, swat balls and even falter players at the free-throw line with intimidation.

Since Fox Interactive has signed on as publisher, College Hoops will also sport the same look as Fox Sports' TV broadcasts, as well as the typical college band music. In keeping with its NBA-based brethren, Fox's first N64 title offers full stats tracking and such sim elements as hot and cold streaks, open man markers and a rival function that automatically brings up the rivaling college team when prompted. Development on Fox Sports College Hoops '99 is already complete and the game should be available in stores before the end of the year.

OUTLOOK

Being the first N64 college basketball title, Fox Hoops will no doubt do well. However, fans of four-player action may be put off by the two-player-only approach.

CODES

No Nintendo 64 owner should be forced to go without cheating. With that in mind, we've provided you, the Nintendo 64-enthusiast, with more than 15 pages of the best codes the console has to offer. That means hidden tracks in San Francisco Rush, secret boarders in 1080 Snowboarding, quick and easy access to the most destructive weapons in Turok: Dinosaur Hunter, moves and combos for Nightmare Creatures and more. So go ahead, throw your gameplay skills to the side, sit back, grab yourself a bottle of Coke and let the cheating begin. You deserve it.

Publisher: Nintendo
Players: 2
Developer: Nintendo
"Hiiii. Okay... Yaaan!"

1080 SNOWBOARDING

BONUS COURSES
In Match race, beat the six courses on Expert Mode. This will unlock the Deadly Fall course.
In Match Race, beat the five courses on hard mode. This will unlock the Dragon Cave course.

BONUS SNOWBOARDERS
Crystal Boarder: To Get the Crystal Boarder beat expert Match Race and go to Akira and hold Left-C and hit A.
Metal Boarder: Win the expert mode with the Crystal boarder. Now on the character selection screen highlight Kensuke. Press C-Up, and then A (you should be on the screen that shows character technique, speed, balance, power and jump). If you've done it correctly you will see Kensuke's picture replaced with the Metal Boarder at the track selection screen.
Panda Border: To get the Panda Boarder (who can do all the additional moves like one-foot and flips) you have to satisfy the following conditions:
a) Finish match race on Expert.
b) Get first on all the courses in the Trick Attack mode.
c) Get the 3 first places in the contest mode. After you've done this,

PENGUIN BOARD
In training mode, perform all 24 tricks (including both 1080s). Now, at the board selection screen highlight one of the snowboards and press C-Down followed by A. If you did everything right, the board should turn into the penguin board.
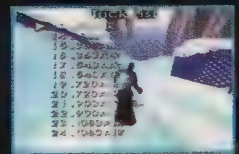
go to the player selection screen, select Rob Haywood and confirm your choice by holding the right C button and pushing A.

GAIN SPEED QUICKLY
After you crash or come to a dead stop, tap Up on the analog stick for a slight speed boost.

QUICK START
Normally when starting a race in 1080°, you will start out slow. During the countdown right before you start (3-2-1), wait until the 1 disappears and press Up on the Control Stick. This will cause you to lunge forward and give you a much faster start. It may take a bit of practice though to get your timing perfect.

RAPPIN, REPLAY
During the View Replay option for the Half Pipe mode, you can

add record scratching. To do this, move the control stick in any direction during the Half Pipe Replay.
NOTE: This cheat only works in the Half Pipe mode replay.

ALL 24 TRICKS
This code will allow you to do one trick and make it count as another trick
(like doing an Indy and making it count for a 1080.) This trick only works in Training Mode. Bring up the trick list and pick an easy trick while you're in the half pipe. Perform the trick, then immediately hit the right C button to go into the trick menu before you hit the ground. While you are in the trick menu pick a hard trick you can't do, like a 1080. Now push the A button. If you did everything right you will hear a ding sound to tell you that you,ve completed another trick.

AEROFIGHTER'S ASSAULT

LEVEL SELECT CODE
During the intro scenes (when you see the jets fly) enter the following code:
Up (D-Pad), C-Down, left, C-Right, Down, C-Up, Right, C-Right, L, R, Z. You should now hear a chime to tell you the code has worked. Now select Main Game and pick the mission you want — from Tokyo to Space.

BONUS PLANES AND PILOTS
To activate Mao Mao and her F-15 Eagle, press C-Left, C-Down, C-Right, C-Up, C-Left, C-Right, and C-Down at the title screen where it says "press start."
To activate Spanky the Dolphin and his X-29, simply complete all the bonus levels: Air Docking, Shuttle Defense, Goliath Defense, and Space.

Publisher: Video System
Players: 2
AKA: Framerate Fighters
Developer: Paradigm

AERO GAUGE

ALL TRACKS AND VEHICLES
You need two controllers for this code.
1. Turn on the game and press Start on contoller 1 until you see a screen that says "Push Start"
2. On controller 2, press Up on the D-Pad, C-Down, R, L, and Z all at the same time. Then release them.
3. Immediately press Start or the A

Publisher: Ascii
Players: 2
Developer: Locomotive
AKA: F-Aero

button on controller 1 to enter the Grand Prix mode.
All tracks and cars should be available now.
Note: If you can't get this trick to work, do step 2 a couple of times. (Press all the buttons a few times.)

TURBO BOOST
At the starting line, hold A and B. When the announcer says, "Go" release B but keep holding A.

ALL-STAR BASEBALL '99

ALIEN ABDUCTORS
At the Enter Cheats screen enter the following: ATEMYBUIK. This will now enable an alien-themed stadium called Alienopolis at the bottom of the stadiumselect list. When you play on this field, the second team will be aliens on a team called the Abductors.

CHEAT CODES
BBNSTRDS: Big baseballs.
GOTHELIUM: Big Heads, Big Bodies, Big Bats.
ABBTNCSTLO: Fat and skinny.
PRPPPAPLYR: Paper players.
GRTBLSFDST: Smoke trails.
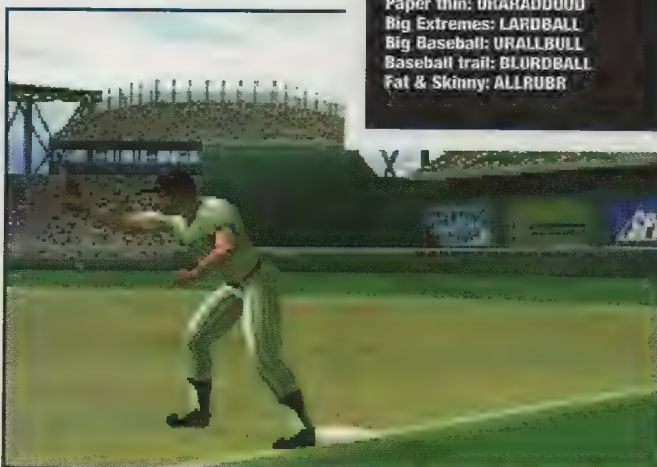
IN-GAME KEY CODES
Want to change some things on the fly? Enter the following key commands in the game (U stands for Up, L for Left, A for A button, and so on)
Paper thin: URARADDUUD
Big Extremes: LARDBALL
Big Baseball: URALLBULL
Baseball trail: BLURDBALL
Fat & Skinny: ALLRUBR

BIO FREAKS

EASY WIN
Start the game, then pause and turn the shields off in the options menu. All you have to do now is to sit in a corner and keep on shooting at your opponent.

FATALITIES
MinaTek' Headspit: Forward, Backward, Left Punch and Left Kick (while in close).
ZipperHead's Buzzcut: Forward, Backward, Backward, Right Kick (while close, once opponent's arms are gone).
Ssapo's Headevour: Forward, Backward, Backward and Right Punch and Right Kick (while in close).
PsyClown's Cut in half: Forward, Backward, Backward and Left Punch and Left Kick (while in close).
Sabotage' Decapiblast: Forward, Backward, Backward and Right Punch (while a few steps away, once opponent's arms are gone).
BullzEye's Backhandecap: Forward, Backward, Backward and Right Punch (while in close).
Delta's TorsoShears: Forward, Backward, Backward and Left Kick (while in close)
Purge' Mutilator: Backward, Forward, Forward and Right Punch and Right Kick.

FIRST PERSON VIEW
Hold back and press Start to switch to a first person view in the one-player mode.

BANJO-KAZOOIE

BOTTLES' BONUS
After completing the Sand Castle puzzle in Treasure Trove Cove (spell out Banjo-Kazooie on the tiles, then beat the crab), go back to Banjo's House, outside Gruntilda's Lair. Once inside, stand on the carpet in front of the Bottles the Mole picture and press C-Up to look at it. You should now be able to play Banjo's hidden "moving puzzle" games. If it doesn't work, reposition yourself on the carpet and try again. When you complete a puzzle, Bottles will give you a secret code that you can enter at Treasure Trove Cove. After completing one puzzle, you move on to the next. Don't try and cheat, as these codes won't work unless you have completed the respective puzzles.

BOTTLESBONUSONE gives Banjo a big head.
BOTTLESBONUSTWO gives Banjo big feet and hands.
BOTTLESBONUSTHREE gives Kazooie a big head.
BOTTLESBONUSFOUR gives Banjo a tall skinny body and a little head.
BOTTLESBONUSFIVE gives Banjo a tall skinny body, little head, big hands, and big feet.
BOTTLESBONUSBONUS turns Banjo into Giant Banjo.
WISHYWASHYBANJO turns Banjo into a washing machine. He still has all his abilities, he just looks different. Washing Machine Banjo can also walk on surfaces that would otherwise harm him.

To cancel these codes anytime, enter

DOUBLE HEALTH
If you have enough notes, open the 882-Note Door, then stand on the puzzle piece platform. By completing the picture with four of your Jiggies, your Honeycomb Energy Meter will turn red. From then on, your Honeycomb Energy will be twice as strong.

AUTOMOBILI LAMBORGHINI

BONUS CARS AND REVERSE TRACKS
Exotic cars are awarded after successfully completing a series:
Get a Porsche 959, Ferrari 512 T and Bugatti EB110 GT on Easy.
Beat the Normal Championsip on Expert for a McLaren F1 and reverse track.
Beat the Arcade series on Expert yields the Ferrari F-50 and a Dodge Viper GTS.

the word NOBONUS.

Cheato's Spellbooks
You must find the hidden Cheato books yourself in order for the following codes to work (note: Enter all codes on the sandcastle floor in Treasure Trove Cove). Otherwise, read on:

CHEATO 1
Go into Bubblegloop Swamp and transform into an alligator. Leave the level, and jump into the swampy water. Turn around and you'll see a tunnel behind the entrance hut to Bubblegloop Swamp. Go through the tunnel and head up the ice hill on the left. Then go through the tunnel with the gold feather (note: you must have destroyed the ice boulder that blacks the tunnel before in bear form) until you reach Cheato. Enter 'BLUEEGGS' to max out your blue egg limit at 200.

CHEATO 2
Enter Mad Monster Mansion and transform into a pumpkin. Leave the level and return to lava area of the overworld. Follow the winding path past Brentilda, and you will come across Cheato at the end. Enter 'REDFEATHERS' to max out your red feather limit at 100.

CHEATO 3
Go to the entrance of Rusty Bucket Bay. Look up using the first person perspective to the

right of the entrance. You will see a cave high up. Go back to the tunnel underwater to the right and return to where Shrapnel (the mine) is in the room next door. Swim over to where you see the three pipes in the wall. Break the middle one and follow it to a water switch. Hit it and then swim back quickly to where you saw the cave near the entrance to RustyBucket Bay for the last Cheato book. Enter 'GOLDFEATHERS' to max out your gold feather limit at 20. Once you've found all the Cheato books, enter 'BLUERED-GOLDFEATHERS' to refill all the aforementioned items.

BONUS CODES

Enter the word CHEAT on the sandcastle floor in Treasure Trove cove, then spell the following codes for some nifty extras:

GIVETHEBEARLOTSOFAIR for infinite air.
BANJOBEGSFORPLENTYOFEGGS for infinite eggs.
AGOLDENGLOWTOPROTECTBANJO for infinite Gold Feathers.
MANYGOESWITHLOTSOFBANJOS for infinite lives.
DONTBEADUMBOGOSEEMUMBO for infinite Mumbo Tokens.
NOWYOUCANFLYHIGHINTHESKY for infinite Red Feathers.
ANENERGYBARTOGETYOUFAR for maximum health.

Publisher: Nintendo	
Players: 4	
AKA: Ummm... Mario?	
Developer: Hudson	

BOMBERMAN 64

SECRET BATTLE STAGES TRICK

To get the four battle courses without doing any of the above, you will need a quick finger or a controller with slow motion or turbo start. If you have a Sharkpad Pro, for example, hit the slow motion button at the options screen (where it lets you choose adventure, battle, etc.). If you only have a standard controller, you will need to tap the start button as fast as you can until you hear a chime four times.

Publisher: Nintendo	**Developer:** Hudson
Players: 1 (arrgh!)	**AKA:** Sell-Out

BOMBERMAN HERO

SECRET PLANET GOSSICK

Get all 24 Other-Dimension Bombs and 5s on all stages, Bomber Star through Garaden Star.

SLIDER RACE

To unlock the first row of question marks on the options screen, get 5s on all the stages (Bomber Star through Garaden Star). You will now be able to race against a snowman on your Bomber Slider as often as you want. Your best time will be saved.

GOLDEN BOMBER

To get the second row of question marks on the options screen, get all 24 Other-Dimension Bombs and 5s on all the stages (Bomber Star through Garaden Star), and beat Gossick. You will then receive a Golden Pass that turns you into pure gold. You can now run through three stages, trying to get the highest possible score.

MILLIAN'S TREASURE HUNT

To unlock the third row of question marks on the options screen, get all 24 Other-Dimension Bombs and 5s on all six stages (Bomber Star through Gossick). This will open up a treasure hunt, where you run through the regular stages, looking for 24 treasures that have been scattered when a Garaden space ship exploded. Find them all.
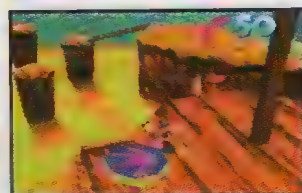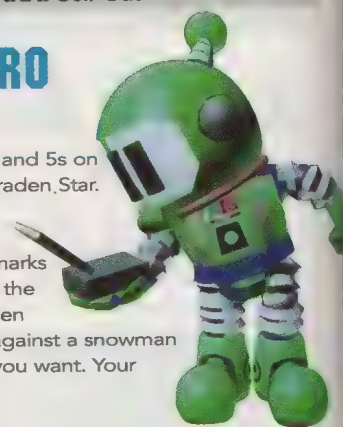
Publisher: Acclaim	**Developer:** Probe
Players: 2	**AKA:** Leah's Love

BUST-A-MOVE 2

ANOTHER WORLD

At the main menu screen that reads, "Game Start", "Time Attack", and "Options", enter the following code: L, Up on D-Pad, R, Down on D-Pad. This will give you access to "another world" full of new puzzles.

HIDDEN CHARACTERS

At the Puzzle Mode screen (were you select A or B) press Left, Left, Up, Down, L, R, L, R and then L and R at the same time. This will bring up a character select screen, in which you can select either the color dino, or one of the bosses. Be sure to press each button slowly — don't go to fast.

BLAST CORPS

INSTANT EXPLOSION

This will not work on later versions of Blast Corps (such as the European release). Drive up to a building until you are so close that you can't get out of your vehicle. Press Z and you should hear the driver say "d'oh!" If that's the case, just keep pressing the Z button and the building will eventually blow up.

Publisher: Nintendo	
Players: 1	
AKA: Blast Corpse	
Developer: Rare	
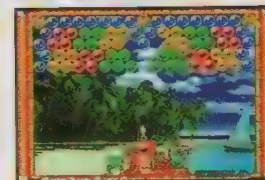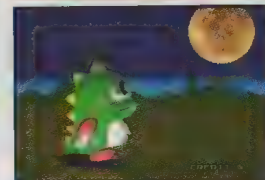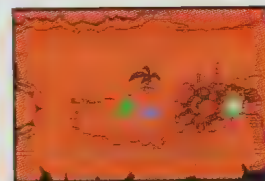
Publisher: Interplay
Players: 2 1/3
Genre: None
Developer: Interplay

CLAYFIGHTER 63 1/3

SECRET OPTIONS MENU
On the character select screen hold L and press C-Up, C-Right, C-Left, C-Down, C, B, A.

HIDDEN CHARACTERS:
Dr. Kiln: On the character select screen, hold L and press B, C-Left, C-Up, C-Right, C-Down, and A.
Sumo Santa: On the character select screen, hold L and press A, C-Down, C-Down, C-Right, C-Up, C-Left, and B.
Boogerman: On the character select screen, hold L and press (on the D-Pad) Up, Right, Down, Left, Right, Left.

Publisher: Interplay
Players: None
AKA: ClayFighter 63 1/3
Developer: Interplay

CLAYFIGHTER 63 1/3: SCULPTOR'S CUT

HIDDEN CHARACTERS:
Sumo Santa: At the character selection screen press A, C-Right, A, C-Right, C-Down, C-Up. Select him at the question mark by holding R.
High Five: At the charater select screen, press and hold the L button while inputing the following code: C-Up, C-Down, C-Left, C-Right, B, A. If done correctly, you will hear a beep. Now move the cursor to the question marks in the lower corners and press R.
Boogerman: At the character select screen, hold Z or L and press B, B, C-Right, C-Right, C-Left, C-Left, then press R on the question mark.
Earthworm Jim: Hold Z or L and press B, C-Left, C-Up, C-Right, C-Down, C-Up. You will now hear a sound. Press R on the question mark.

> He's widely regarded as the most offensive videogame character. Mr. Hankey not included.

Publisher: Nintendo
Players: 4

Developer: Eurocom
AKA: Cruis'n USA Deluxe

CRUIS'N WORLD

ALTERNATE PAINTJOBS
Not happy with your current car colors? If you get 20 points in the Championship Mode, you can change your car's paint job on the car select screen by pressing L or R. Even better: If you get 150 points, you get two-tone paint.

POWER LEVELS
You can power up your cars if you get a certain number of points in the Championship Mode. If you get 8, you can raise to power level 1 (press Up- or Down-C). Get 100 points, and you get power level 3.

> **COLOR ME RED**
> There are lots of different paintjobs available in Cruis'n World, but you have to earn them first. Getting the new color schemes isn't much work, but you will have to drive a lot to reach the 150 points for two-tones.

Publisher: Sun Soft
Players: 4

Developer: JSS
Genre: Tongue Action

CHAMELEON TWIST

BONUS LEVEL
Collect all the crowns from all six levels and defeat the level bosses. A new level will now be accessible.

PLAY POOL
To do this trick, you have to have 50 crowns. In stage 6, the Ghost Castle, instead of going up the stairs in the first room, go to the rabbit and you should see a locked door nearby. Go in there and you will play a round of pool.

Publisher: Midway
Players: 1

Developer: Seta
"Wanna party tonight?"

CHOPPER ATTACK

SECRET CHARACTERS
If you want to be able to play as King 10, look for him in level 7 and shoot him down. After you complete the mission, you will be able to select him. Likewise, to get Stingray, find and destroy him in level 7, then finish the stage.

Publisher: Nintendo
Players: 2

Developer: Nintendo
Genre: Gift From Aunt

CRUIS'N USA

BONUS CARS
At the Car Selection screen press the Top-C, Left-C, and Bottom-C buttons simultaneously. You will now be able to be a school bus, Jeep Wrangler, or police car. To select them move the cursor left or right.

> **BONUS CARS**
> Heh, so you're looking at the picture to the right and you're thinking "hmmm, I don't remember that in the game..." Well, it's a supersecret level. All you need to do to get it is to go to your local store and buy Cruis'n World. See, it all makes sense now.

> **SECRET CHOPPERS**
> If you want to play as the secret choppers, you will need to track them down in level 7. Of course, you could do better things with your time. How about finding that Rambo guy and dropping him into a vulcano?

DARK RIFT

Publisher: Vic Tokai
Players: 2
Developer: Kronos
AKA: Russ Meyer's Dark Rift

BOSS CHARACTERS

To play as Demitron or Sonork, do the following:
Sonork: At the title screen press L, R, C-Up, C-Down, C-Left, C-Right.
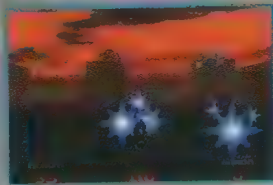Demitron: At the title screen press A, B, R, L, C-Down, C-Up.

Publisher: Midway
Players: 1
AKA: Doom
Developer: Midway

DOOM 64

THE ULTIMATE CHEAT

Enter: ?TJL BDFW BFGV JVVB
Press start to pause the game then go to the "features" menu. Now you can activate God Mode, warp to other levels, get full health, get all weapons and ammo, and be able to look at full maps.

Publisher: Midway
Players: 1
AKA: Army of Dukeness
Developer: DMA Design

DUKE NUKEM 64

ALL CHEATS

Press the following at the main menu to access the hidden cheat menu: Left, Left, L, L, Right, Right, Left, Left.
Now enter the following:
All items:
R, C-Right, Right, L, C-Left, Left, C-Right, Right.
Invincibility:
R, R, R, R, R, R, R, Left.
Level Select:
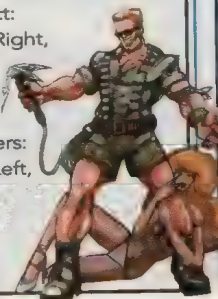L, L ,L , C-Right, Right, Left, Left, C-Left.
No Monsters:
L, Left-C, Left, R, Right-C, right, Left, Left.

Publisher: Rare
Players: 4
Developer: Rare
AKA: Diddy Kart

DIDDY KONG RACING

CHEAT CODES

Here are all the codes you can enter at Diddy's code enter screen:
BLABBERMOUTH: Horn plays sample.
JOINTVENTUREL Two-player adventure.
BODYARMOR: Yellow balloons.
OPPOSITESATTRACT: Rainbow balloons.
TOXICOFFENDER: Green balloons.
BOMBSAWAY: Red balooons.
ROCKETFUEL: Blue baloons.
BYEBYEBALLOONS: Disable weapons.
VITAMINB: No limit bananas.
BOGUSBANANAS: Bananas reduce speed.
NOYELLOWSTUFF: Useless bananas.
ZAPTHEZIPPERS: No zippers.
TIMETOLOSE: Powerful opponents.
FREEFORALL: Maximum Powerup
FREEFRUIT: Start with 10 bananas.
JUKEBOX: Audio Options Music Menu.
ARNOLD: Big characters
TEENYWEENIES: Small characters
DOUBLEVISION: Select same characters.
WHODIDTHIS: Credits
OFFROAD: Four-wheel drive
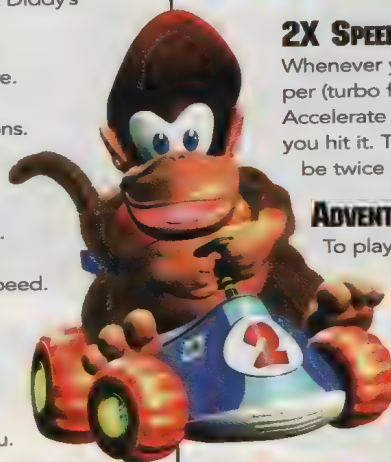
2X SPEED BURST

Whenever you drive over a zipper (turbo field), let go of the Accelerate button right before you hit it. The boost should now be twice as powerful.

ADVENTURE 2

To play the second adventure, make your way to Space World and beat Wizpig again. You will now have a new option called ADVENTURE 2. In this mode you have to collect platinum balloons and all the adventure tracks will be reversed.
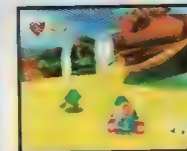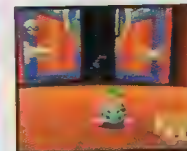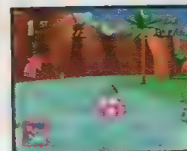
PLAY AS DRUMSTICK

To play as Drumstick, find all of the amulets, the WizPig and the TT amulets. Once you have done this, go to the main field and drive over to the frogs by the water. Find the frog with a little red bird on its head and run over it. Drumstick will appear and you

CAMEOS: BANJO AND CONKER

Ever noticed that two of the more annoying characters in Diddy Kong Racing now have (or will have) their own games? Yup, both Banjo and Conker moved on to bigger things. What's next? What about TipTup's Tetris?

PLAYER SELECT

CREDITS

FIFA: Road to World Cup '98

Cheat Codes

Enter the following player names at the Player Creation screen. You need to select the countries following the codes to make these work.

NWODEDISPU (2-OFC/Australia): Australia Mode.
ANATOLI (Vancouver): Big Heads.
BURYFC (England): Development Team.
LASKO (Slovakia): Ghost players.
SPUD (R. Ireland): Hot potato mode.
WARREN (Wales): Invisible Boundaries.
WAYNE (Sheffield W): Invisible Players.
CATCH22 (any team): No stadium (faster framerate).
MARC (Canada): Pen and Ink Mode.
KERRY (Vancouver): Tiny players.
DAVE (Vancouver): Unlimited Player Points.
YUJI (Japan): World Cup Round 2.

In case you don't know where to go -- access the Customize Squad screen, then enter the Player Edit mode. Now change the players' names.

Customize Squad

International Selection
Cup Transfers
Player Edit
Team Edit

No Stadium

The No Stadium code is actually more helpful than you might think. Switch it on in four-player mode and you get significant framerate increases. Well, the stadium is gone, of course -- but it's a smoother experience.

Extreme-G

Get everything

Enter 81GGD5 to gain access to all regular tracks, both hidden bikes (Roach and Neon), and the hidden track.
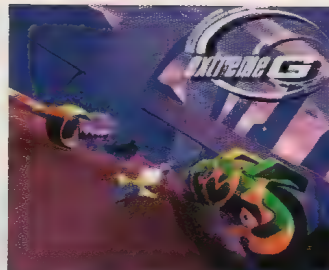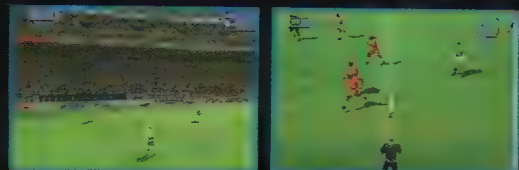
Name Codes

Enter the following codes at the name entry screen (accessible from the bike select screen) for some cool surprises: xgteam (then change your name to the first name of one of the game's developers, such as Ash, Greg, John, Shawn, Justin), fergus, arsenal, nitroid, xtreme, ghostly, magnify, antigrav, stealth, uglymode, roller, fisheye, and wired. Enjoy.

Don't make the mistake and try to enter the XG cheats at the Password screen. You need to enter them as player names.

---

can now race with him whenever you want.

Key Locations

Ancient Lake: When you start, go straight. Look straight ahead, you can see the key located on a ramp right in front of you between two Stonehenge-like monuments

Snowball Valley:

Make an immediate left at the start and go through the path in the mountains. Then make a right and you should see the key in an alcove in the side of the mountain.

Crescent Island:

Take the left path. After the second zipper, head left into the water. There should be an alcove with the key in it in the side of the mountain.

Boulder Canyon:

Get to the part of the track where you see a bell hanging from the ceiling. Power up your speed burst to level 3 (get three blue balloons). Then turn around and face the bell from the "wrong way" then hit the bell. The drawbridge in front of you should raise. Use your level 3 speedburst and speed up the raising drawbridge and get the key.

Extreme-G 2

Secret Venom Bike

Remember Hotra Toxic, the very first N-Femme on IGN64.com? Well, here she is, along with her super-sonic Venom bike. There two ways to get her. The more cumbersome way is to come in first on the Atomic contest. If you're too lazy to do even that, just enter the following code at the password screen: 868QCMH3H9HT

Instant Motion Sickness

If the speed of Extreme-G 2 isn't enough to induce motion sickness, how about making the screen turn constantly while you race? No problem, simply enter your name as SPIRAL at the bike options screen. Warning: Prolonged exposure causes your brain to melt and collect in your shoes.

Sonic Boom

Ever heard a sonic boom when a jet flies by? You can get the same thing to happen in
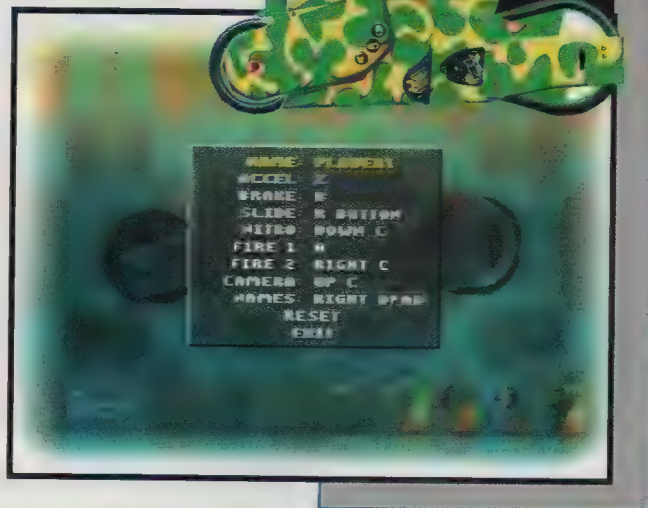
Extreme-G 2. Pick a course with a long straight and plenty of turbo boosts, choose a fast bike (such as the Venom) and drive as fast as you can without bumping into anything. When you reach the speed of sound, you will hear a sonic boom, accompanied by a visual effect. All outside sound will get drowned out, even the music. Slow down and you will hear another sonic boom and things return back to normal.

More codes

Cheats are usually entered at the name selection screen, just like in Extreme-G (1). If you're looking for more codes, try and earn them by winning races. Your selection of bike and difficulty level directly affects what code you get.

F1 POLE POSITION

SECRET CAR

Become World Grand Prix Champion, save to your controller pak, then turn on the system and press and hold A+B when the screen says "Now Loading Data from the Controller Pak." Now go to the drivers selection screen and the '96 Forti drivers will now have a Ubi Soft Orginial H-RA V-12 Car.
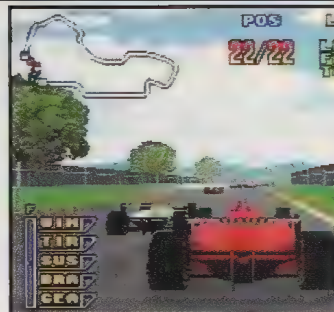
F-1 WORLD GRAND PRIX

BONUS RACERS

Silver Racer: In Exhibition Mode, select Driver Williams and change his name to "Chrome."
Gold Racer: Select Driver Williams and change his name to "Pyrite."
After you enter these names, exit to the Start screen, then return to find the new cars.

BONUS TRACK

In Exhibition Mode, change Driver Williams' last name to "Vacation." Exil the way to the Start screen and return to find a Hawaiian Volcano track.

FORSAKEN

SECRET CODES AND MISSION SELECT

Enter the following codes at the "Press Start" screen (use the D-Pad):
All Missions Code: A, R, Z, Up, Up, C-Up, C-Down and C-Down.
Gore Mode: Z, Down, C-Up, C-Left, C-Left, C-Left, C-Left, C-Down.
Psychedelic Mode: A, R, Left, Right, Down, C-Up, C-Left, C-Down.
Unlimited Nitros: B, B, R, Up, Left, Down, C-Up, C-Left.
Wire Frame Mode: L, L, R, Z, Left, Right, C-Up, C-Right.

F-ZERO X

ALL CARS, TRACKS, MODES

In the Import version of F-Zero X: At the Mode Select screen, press L, Z, R, C-Up, C-Down, C-Left, C-Right, Start. You should hear a chime if you did it correctly.

CHANGE VEHICLE COLOR

At the car customization screen, press R to switch colors.

SMALL CARS

At the car selection screen, press and hold L, R, and all four C buttons. If you see the car shrink you have done this correctly.

X CUP

Beat all four cups (including Joker) on Expect difficulty setting and you will be rewarded with the X Cup, a random track editor. Each race is different, however, some track elements are not used, others appear rarely.

FIGHTERS DESTINY

SECRET CHARACTERS

Whenever you beat the game with a fighter, the Master will tell you a way to access secret characters. Only after he told you how to do it will you be able to unlock them.
Robert the Robot: Beat all fighters in Fastest Mode in less than one minute.
Ushi the Cow: Stay alive in the Rodeo for a least one minute.
Joker: Beat all 100 characters in Survival Mode.
Master: Beat everyone in Master Challenge.

GOLDENEYE 007

64 CHARACTERS

This code will give you 64 characters to choose from in the multiplayer mode (no, the classic Bond characters are NOT in the game). You can do this code anywhere, but it's best to do it on the Multi-Player Character Select screen while looking at the last available character (Mishkin or Moonraker Elite).

1. Hold the L and R Buttons and press C-Left.
2. Hold the L Button and press C-Up.
3. Hold the L and R Buttons and press Left on the digital Control Pad (NOT the Control Stick). Doing this will select a different character on-screen. This is supposed to happen.
4. Hold the L Button and press Right on the Control Pad.
5. Hold the R Button and press Down on the Control Pad.
6. Hold the L and R Buttons and press C-Left.
7. Hold the L Button and press C-Up.
8. Hold the L and R Buttons and press Right on the Control Pad.
9. Hold the L and R Buttons and press C-Down.
10. Hold the L Button and press Down on the Control Pad.

GOLDENISLAND

Have you ever used your sniper rifle on the Dam (level 1) and seen that little island out in the water? Rare initially wanted to let players leave the docks to access a small island in level 1 of Goldeneye, but like so many things, the idea eventually fell under the table. However, if you have InterAct's GameShark cheat device, you can still get there.

Enter the following three codes: D0064F31 0030, 800D33ED 0050 and 880D33ED 0000. Now save the code, select it, and enter the game. Start level 1 (Dam) and make your way to the last dock at the right bottom of the dam. Go to the far edge and press the R and L buttons at the same time. You will now be in the water. Walk toward the far horizon (zooming in with the sniper rifle, you can see the island). It's easy to get stuck here, so move slightly right (C-Right) while moving forward. If you're doing everything correctly, you will eventually arrive at the island. What can you do here? Uhhh, nothing.

INSTANT REMOTE MINE EXPLOSION

This trick will let you take out opponents easily by using remote mines like grenades that you can explode before they hit the ground. When you have remote mines, throw one or more and then press A and B at the same time to detonate them. You won't have to go to your watch to detonate them.
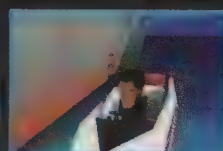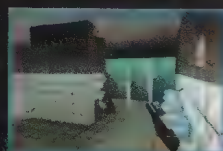
CHEAT OPTIONS

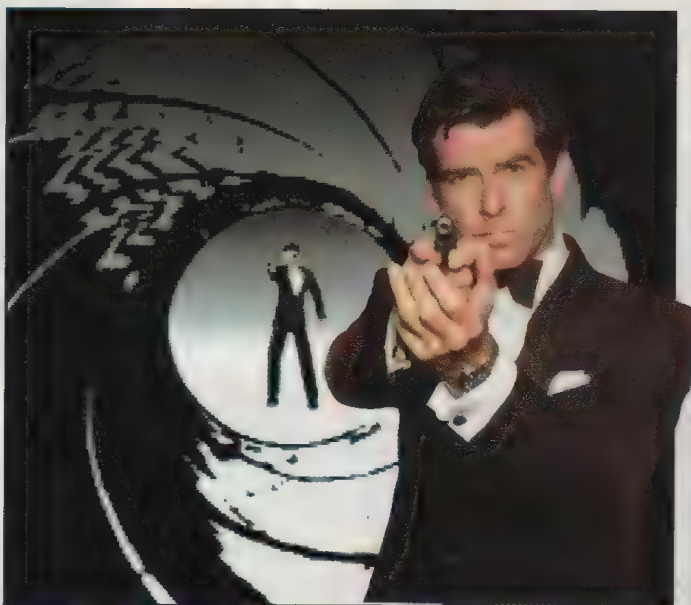GoldenEye 007 has a built-in Cheat Options menu with nearly two dozen codes that are automatically activated when you meet certain objectives. These codes can only be accessed by completing certain levels in the times shown below.

For example, to enable Paintball Mode you must beat Level 1 in 2 minutes and 40 seconds or less at the Secret Agent difficulty.

LEVEL	CHEAT	DIFFICULTY	TIME
Level 1: Dam	Paintball Mode	Secret Agent	2:40
Level 2: Facility	Invincibility	00 Agent	2:05
Level 3: Runway	DK (Big Head)	Agent	5:00
Level 4: Surface	Grenade Launcher	Secret Agent	3:30
Level 5: Bunker	Rocket Launcher	00 Agent	4:00
Level 6: Silo	Turbo Mode	Agent	3:00
Level 7: Frigate	No Radar (Multi)	Secret Agent	4:30
Level 8: Surface 2	Tiny Bond	00 Agent	4:15
Level 9: Bunker 2	2x Throwing	Knives Agent	1:30
Level 10: Statue	Fast Animation	Secret Agent	3:15
Level 11: Archives	Invisibility	00 Agent	1:20
Level 12: Streets	Enemy Rockets	Agent	1:45
Level 13: Depot	Slow Animation	Secret Agent	1:30
Level 14: Train	Silver PP7	00 Agent	5:25
Level 15: Jungle	2x Hunting Knives	Agent	3:45
Level 16: Control	Infinite Ammo	Secret Agent	10:00
Level 17: Caverns	2x RC-P90s	00 Agent	9:30
Level 18: Cradle	Gold PP7	Agent	2:15
Level 19: Aztec	2x Lasers	Secret Agent	9:00
Level 20: Egyptian	All Guns	00 Agent	6:00

HEXEN

CHEAT MODE

While playing, pause the game and press C-Up, C-Down, C-Left, C-Right. A cheat option will appear on screen. Enter this menu, then quickly enter one of the codes below:

God Mode: C-Left, C-Right, C-Down

Full Health: C-Left, C-Up, C-Down, C-Down

Level Select: C-Left, C-Left, C-Right, C-Right, C-Down, C-Up

Butcher: C-Down, C-Up, C-Left, C-Left

No Clipping: C-Up 20 times, C-Down

GEX: ENTER THE GECKO

SUPER PASSWORD

You want it all, huh? Fine. How about entering the following password:
MX68KQY3S6
This will give you all remotes, access to all levels, and all the bonus levels you could ever wish for.

SHUT UP

This is not a code, but you should really do it. Go to the sound options menu and slide voices aaaalllll the way to zero.

INTERNATIONAL SUPERSTAR SOCCER '98

BONUS TEAMS

Beat all 16 scenarios in the Scenario mode on difficulty 5 (set in the options menu) and you will be able to select from more teams in the regular game modes.

FIVE NEW TEAMS

Finish the league play on any difficulty and you will be able to play against the World Stars. If you beat the World Stars, you will receive five new teams.

MADDEN 99

BONUS TEAMS

Enter the following names at the code entry screen to get secret teams:
BESTNFC: NFC Pro Bowl
AFCBEST: AFC Pro Bowl
BOOM: All-Madden Team
IMTHEMAN: All-Time Stat Leaders
PEACELOVE: 60s Greats
BELLBOTTOMS: 70s Greats
SPRBWLSHUFL: 80s Greats
HEREANDNOW: 90s Greats
TURKEYLEG: All-Time Greats
THROWBACK: 75th Anniversary Team
GEARGUYS: Equipment Managers
WELCOMEBACK: 1999 Cleveland Browns
INTHEGAME: EA Sports
HAMMERHEAD: Tiburon

KILLER INSTINCT GOLD

KEY CODES

All Options: Press Z, B, A, L, A, Z during the story intro.
Ending credits: Press Z, L, A, Z, A, R.
All Uniforms: Press Z, B, A, Z, A, L.
Play as Gargos: Press Z, A, R, Z, A, B.

IGGY'S RECKIN' BALLS

WACKY CODES

Enter the following codes for some strange stuff:

2ROKTOO: Night courses.
2 TIMES: Extra Speed.
GOBABY: Unlimited turbos.
GOOEYGOOGOO: Goo Platforms.
ICE PRINCESS: Ice Platforms.
JUMPAROUND: Level select at paus screen.
OHMY: Obnoxious Particle FX.
MICROBALLS: Small characters.
NONSTOP: Easy rolling.
PENCIL Pencil Sketch View.
ROLFHARRIS: Wireframe Mode.
SWOPSHOT: Mix and match.
TOOMUCHFUN: Puts bouncy physics on your balls!
TOOMUCHPIE: Fat characters.

MORE CHARACTERS

First access the password screen by pressing R and Z on the title screen.
Now enter " HAPPYHEADS" and press Start. You can now play as T'Basco, Mask, En-Tee-I, I-Ball, King Jr, Skully, Cecil, and Sno-Eee.

ALL TRACKS

First access the password screen by pressing R and Z on the title screen.
Now enter "THEUNIVERSE." You will now be able to choose all the tracks in the game

MACE: THE DARK AGE

PLAY AS ICHIRO AND GAR

At the copyright screen, press Right, Up, Left, Down, Right, Up, Left, Down. You should hear a chime if you did it correctly.

SECRET CODES

At the character select screen, move the cursor to the following fighters and press Start on each one. After you're done, pick your fighter, then press A or B.
Bunny Slippers: Ragnar, Dregan, Koyasha.
Janitor Ned: Koyasha, Executioner, Lord Deimos, Xiao Long.
Random AI: Hellknight, Xiao Long, Dregan, Namira.
Small Fighters: Takeshi, Al-Rashid, Ragnar, Xiao Long.
Switch Fighters' Heads: Al Rashid, Takeshi, Mordos Kull, Xio Long, Namira.

KOBE BRYANT IN NBA COURTSIDE

BIG HEAD MODE

Using the D-Pad, press Right, Right, Left, R, Z, Start, A, Start, A, Start, Z any time during the game.

BONUS TEAMS

Hold L and press A on a pre-season game, then scroll all the way to the right to find the teams Nintendo, Left Field, and N64.

DISCO COURT

While playing, pause and press A, C-Up, Down, Up, C-Down, R, R, B, C-Right, C-Right, Z.
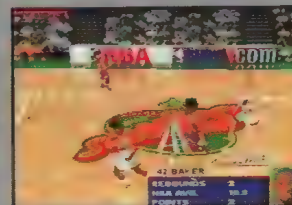
Publisher: EA Sports Developer: Tiburon
Players: 4 "Liquid AI"

MADDEN 64

BONUS STADIUMS

Type in SAN MATEO [the EA hometown] at the Create Player screen to access the secret EA Stadium. To play in the Tiburon sports complex, create a player named MAITLAND.

BONUS TEAMS

To access these bonus teams, enter one of the codes below in the name field at the Player Creation screen (Season Mode, Front Office).

AT MADDEN: All-Star Team
EIGHTIES: 1980s' team
ELEC ARTS: EA Sports Team.
HOWLIE: AFC Pro Bowl 1996-97
LEI: NFC Pro Bowl 1996-97
SIXTIES: 1960s' team
SEVENTIES: 1970s' team
STATS MEN: Statistical Leaders Team.
TIBURON: All Madden Team
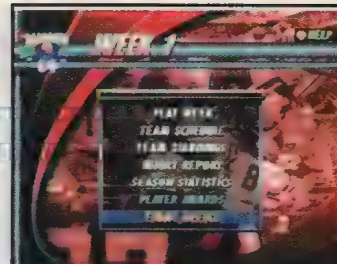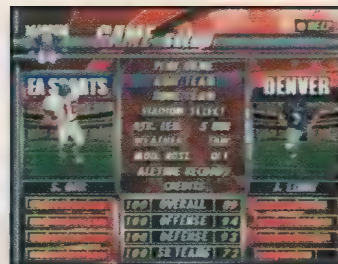
> ...AND MADDEN 99
> Since it was too much of a pain to enter codes at the name field, Tiburon added an all-new Codes Menu to Madden 99. You will find some of the codes for Madden 99 on the left page. Bonus: Enter OURPLACE to get the Tiburon Stadium.
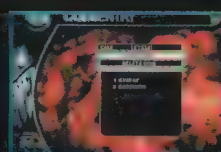
> Apart from the new codes menu, there are some rather obvious changes to Madden's graphics in the new game. Still, the old Madden 64 is a fun game, and the above codes should give you some more stuff to play with.

Publisher: Nintendo
Players: 2
AKA: Blurball
Developer: Angel Studios

MLB FEATURING KEN GRIFFEY

BONUS TEAMS

At the main menu, highlight Exhibition, then press all four C- buttons repeatedly until you hear a beep. Now go to the All-Star teams and you will find Nintendo and Angel Studios.

> It looks like Nintendo Sports titles are starting a new tradition of including both the publisher and the developer teams. Griffey is no different. You can not only play as virtual Lincoln and co, but also the whole Angel Studios programming team.
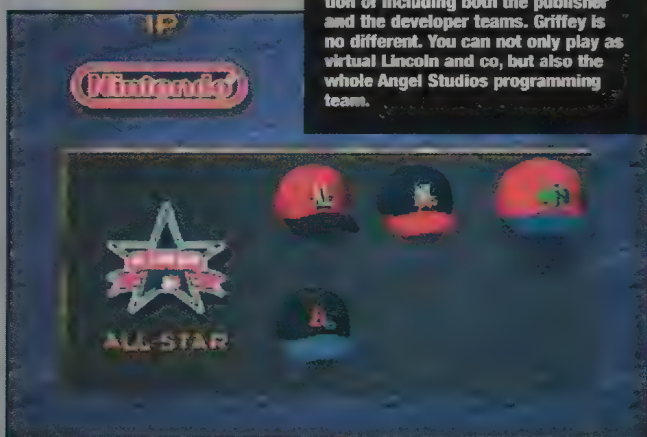
MIKE PIAZZA'S STRIKEZONE

To make these codes work, you have to first enter L, R, L, R at "Today's Game Screen." Then you can enter the following cheats:

SECRET CODES

Alternate Skies: C-Right, A, Z, C-Up, L, R, Z.
Aluminum Bats: R, A, Z, B,A, L, L.
Blue Bats: B, L, B, A, Right.
Crazy Ball: C-Right, A, Z, B, A, L, L.
Crazy Pitch: C-Right, A, Z,C-Up, R, B.
Devil's Thumb Stadium: Right, A, C-Up, L, A.
Easy Homeruns: L, A, Down, R.
Easy Steal: C-Left, A,Down, C-Up, Z.
Fast Game: L, A, Z, R, B, A, L, L.
Increased Gravity: Up, Down, L, Up, R.
Low Gravity: R, A, L.
Psycho Bats: Z, B, R, A.
Red Bats: R, Down, B, A, Right.
Slow Game: Up, L, L, B, A, L, L.
Varied Pitches: C-Right, A,Z, C-Up, R, L.
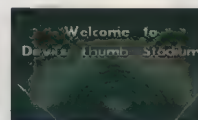
Publisher: GTI Developer: Devil's Thumb
Players: 2 "It's a homerun! Out!"

MORTAL KOMBAT 4

CHEAT MENU

On the Title Screen, choose "Options." Now highlight "Continues" and hold Run and Block (C-Left and C-Down are the default buttons) until a special options menu appears. You can now toggle the following features: Endings, Fatalities 1, Fatalities 2, and Level Fatalities.

KOMBAT KODES

These standard Midway codes are entered at the VS screen in the two-player mode. You need to repeatedly press three buttons (Low Punch, Block, Low Kick) to change the numbers:

011-011	Goro's Lair
022-022	The Well
033-033	Elder Gods
044-044	Tomb Stage
055-055	Rain Stage
066-066	Snake Stage
101-101	The Dojo
202-202	Living Forest
303-303	Prison
001-001	Unlimited Run
002-002	Weapon Kombat
010-010	Disable Max. Damage
012-012	Noob Saibot
020-020	Red Rain
050-050	Explosive Kombat
100-100	Throwing Disabled
110-110	Max. Damage and

Throws Off

111-111	Free Weapon
123-123	No Power
222-222	Random Weapons
321-321	Big Head Mode
333-333	Randper Kombat
444-444	Armed and

Dangerous

555-555	Many Weapons
666-666	Silent Kombat

PLAY AS NOOB SAIBOT

After enabling the Cheat Menu code, go to the character selection screen and choose the "Hidden" option. After activating it, go Up, then Left, then Right (which should put you on Reiko) and hold down Block and Run. This should activate Noob Saibot when the match starts.

PLAY AS GORO

Select "Hidden" on the character select screen, then press Up, Up, Up and Left (the cursor will be on Shinok). Press Run and Block together to play as Goro.

PLAY AS MEAT

Select the two-player Group Mode. Play every character in the game (16 in all) and make

WHAT YOU'RE DOING WRONG:
Many MK fans are writing in saying they can't do this code, but it's all really easy. Move the cursor to "Continues" as shown. Now hold the C-Left and C-Down buttons for a LONG time. Don't stop holding it until the menu comes up!

sure you win every time. After you play and win with the final character, your next character will automatically be "meat," ie lack clothes and skin. Yuck.

CHEATS

ENDINGS OFF
FATALITIES I OFF
FATALITIES II OFF
LEVEL FATALITIES OFF

EXIT

MISSION: IMPOSSIBLE

SECRET CODES

7.65 Silenced Pistol: C-Up, L, C-Right, C-Left, C-Up.
Big Feet: C-Down, R, Z, C-Right, C-Left.
High Powered 9mm Pistol: R, L, C-Down, C-Up, C-Right.
Infinite Ammo: C-Up, Z, C-Left, Z, L.
Kid Mode: C-Down, C-Up, R, L, Z.
Mini Rocket Launcher: R, L, C-Left, C-Right, C-Down.
Turbo Mode: C-Up, Z, C-Up, Z, C-Up.
Uzi with 30 Rounds: C-Right, C-Left, C-Right, C-Down, R.

EASTER EGG

Beat the game and wait until the credits are over. You will now be able to go back into the Embassy and meet the Mission: Impossible design team. Talk to all the people (until your health bar is full) and you will see Ethan doing the Bond thing.

MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

CHEAT CODES

Enter these codes at the password screen:
GTTBHR: 1000 Lives
NXCVSZ: Full Urns
RCKMND: View the Rock Boss Exploding
CRVDTS: View Credits
TDFCLT: Invincibility

PASSWORDS

Level 2: THWMSB
Level 3: CNSZDG
Level 4: ZVRKDM
Level 5: JYPPHD
Level 6: RGTKCS
Level 7: QFTLWN
Level 8: XJKNZT

MORTAL KOMBAT SUB-PAR?
It's no secret that we're not the biggest Mythologies fans. However, that's no reason to burn Matt's house or torch Peer's Porsche. We beg you, MKM fans, spare our lives. We didn't mean it. Buy the game. It's actually really good.

SUB-ZERO

NIGHTMARE CREATURES

MOVES/COMBO LIST

IGNATIUS

Single Strike	S
Double Strike	S, S
Triple Strike	S, S, S
Cyclone Leg Sweep	S, S, S, K
Temple Strike	S, S, K
Strike Kick	S, K
Scottish Backhand	S, K, S
Ahab's Revenge	S, K, S, K
Crescent Kick	S, K, K
Strike Jab	S, J
Strike Jab Backhand	S, J, S
High Kick Feint	S, J, S, K
Lunge Kick	S, J, K
Single Kick	K
Kick Strike	K, S
Hammer Curl	K, S, S
Spin Strike	K, S, K, S
Last Judgement	K, S, B
Hammerhead Crush	K, S, J
Double Kick	K, K
Triple Kick	K, K, K
Windmill Strike	K, K, K, S
Judas Jack Knife	K, J, B

NADIA

Single Strike	S
Double Strike	S, S
Triple Strike	S, S, S
Backflip Kick	S, S, S, K, K+Up
Side Flip Kick	S, S, J, K
Strike Kick	S, K
Crescent Kick	S, K, K
Feet of Fury	S, K, K, K
Sever Slash	S, B+J
Single Kick	K
Kick Strike	K, S
Bloody Ballerina	K, S, S+K+Up
Double Kick	K, K
Triple Kick	K, K, K
Cyclone Volley	K, K, K, S
Wuthering Slice	K, K, S+Down
Gymnast Strike	K, K+Up
Divide and Conquer	K, K+Up, S+K

NFL BLITZ

CHEAT CODES

Enter these codes on the Match-Up screen. The numbers correspond to how many times you have to press the respective buttons, followed by a direction.

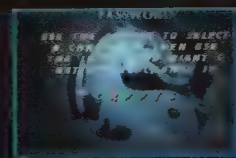Big Head Team: 2-0-3 Right
Bullet Passes: 2-5-0 Left
Fast Passes: 2-5-0 Left
Fog On: 0-3-0 Down
Headless Team: 1-2-3 Right
Hide Name: 1-0-2 Right
Huge Ball: 0-5-0 Down
Huge Head: 0-4-0 Up
Hyper Blitz: 5-5-5 Up
Invisible: 4-3-3 Up
Invisible Qb: 3-4-2 Left
Late Hits: 0-1-0 Up
More Speed: 4-0-4 Left
Night Game: 2-2-2 Right
No Cpu Assistance: 0-1-2 Down
No First Downs: 2-1-0 Up
No Fumbles: 4-2-3 Down
No Head: 3-2-1 Left
No Interceptions: 3-4-4 Up
No Out Of Bounds: 2-1-1 Left
No Punting: 1-5-1 Up
No Random Fumbles: 4-2-3 Down
Power Blockers: 3-1-2 Left
Power Defense: 4-2-1 Up
Powerup Blockers: 3-1-2 Left
Powerup Defense: 4-2-1 Up
Powerup Offense: 3-1-2 Up
Powerup Speed: 4-0-4 Left
Powerup Teammates: 2-3-3 Up
Random Players: 1-1-5 Left
Show Field Goal: 0-0-1 Down
Show More Field: 0-2-1 Right
Smart CPU: 3-1-4 Down
Thick Fog: 0-4-1 Down
Tournament Mode: 1-1-1 Down
Turn Off Stadium: 5-0-0 Left
Unlimited Turbo: 5-1-4 Up
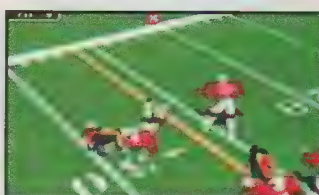
SECRET CHARACTERS

Enter some of the following names and PIN numbers for a few cool surprises: TURMEL (0322), SAL (0201), JASON (3141), GENTIL (1111), FORDEN (1111), VAN (1234), CARLTN (1111), THUG (1111), JENIFR (3333), DANIEL (0604), JAPPLE (6660), SKULL (1111), BRAIN (1111), ROOT (6000), LUIS (3333), MIKE (3333), SHINOK (8337), RAIDEN (3691)

NHL BREAKAWAY '98

CHEAT MENU

At the main menu, press C-Left, C-Right, C-Left, C-Right, R, R.

EXTRA TEAMS

While selecting your team, press Up-C, L, Left-C. You will hear a slap-shot sound. Now look between the Controller Pak and Anaheim teams for three new ones.

OFF-ROAD CHALLENGE

BONUS TRUCKS

To get monster trucks, press the respective button once at the car select screen.
Punisher: C-Down
4x4 Monster: C-Up
Thunderbolt: C-Left
The Crusher: C-Right

HIDDEN TRACKS

El Cajon: Press L, R and Up on the control pad at the same time at the track selection screen. Then highlight the El Paso stage and press A while holding down Z.
Flagstaff: Hold L, then press Right on the D-Pad. Now highlight Mojave, hold Z and press A.
Guadalupe: Press R and Down on the control pad. Then highlight Vehas, hold down Z and press A.

UNLEASH HIDDEN GAMEPLAY

Switch off N64, take cartridge, go to store, trade game for SF Rush.

Publisher: Atlus
Players: 4
AKA: Snowbo Kart
Developer: Racdym

Snowboard Kids

All Snowboards & Levels

At the Start screen, press Down on the control stick, Up on the control stick, Down on the D-Pad, Up on the D-Pad, C-Down, C-Up, L, R, Z, Left on the D-Pad, C-Right, Up on the control stick, B, Right on the D-Pad, C-Left, and then Start.

Publisher: Take 2
Players: 1
Quote: "Oh, Roger!"
Developer: DMA Design

Space Station Silicon Valley

Fry Flossy

In the very first level, find Flossy, the crying sheep. Try and get her to stand right behind the rocket's fuselage. Now go to the cockpit and run around on the glass until Dan fires the rockets. If Flossy is standing in the correct spot, she will get fried into a clump of gold.

Publisher: Ubi Soft
Players: 4
"They're speed lines."
Developer: Vivid Image

S.C.A.R.S

Secret Cars

Secret cars must be earned by beating the Challenges. Each time you finish a Grand Prix, a new challenge opens. You then race against a new vehicle and win to add that car to your selection. Beating opponents is mostly a matter of racing without bumping into walls (press B while turning to execute handbrake slides), but you will also have to make use of your weapons. The secret cars are: Scorpion, Cobra, Cheetah, Panther, and one "special" car.

Publisher: Midway
Players: 2

Developer: Midway
AKA: Rainbow Quake

QUAKE

Debug Mode

Go to the password screen and enter "QQQQ QQQQ QQQQ QQQQ". The game will say it's incorrect, but if you go to the Options menu you'll find a new Debug entry. In it you'll find God Mode, Level Select, All Weapons and more.

> Quake 64 is like Quake fallen into a makeup pot.

Publisher: Midway
Players: 2

Developer: Atari
"Rush! It's dangerous!"

San Francisco Rush

Alcatraz

Remove the controller pak before entering this code. At the main menu, select Circuit, and at the following menu, choose Just Play. In the Circuit menu, select the Enter Code Option and input the following password:

8DP5KG5L4G59P
G92WVCQYODRDQ

After you enter the password, select Continue Circuit and start a race. When the race starts, let the time run out. After the race go to the Select Car screen, press and hold Left-C, press Z, release both buttons, and press Left. Go to the Setup menu, press and hold C-Up, press Z, release both buttons, and press Up. Go to the Track Select screen, press and hold C-Right, press Z, release both buttons, and press Right.

Now go to the Select Car Screen, Press and hold bottom-C, press Z, release both buttons, and press Down, L, R. If you entered the code correctly, a trumpet will sound. When you enter the Select Track Menu, you will find Track 7.

Essential Codes

Enter these at the Setup screen.
Auto Abort Disable: Up-C, Up-C, Up-C, Up-C.
Change Gravity: Hold Z Button, press Up, Down. Release Z, press Up, Down, Up, Down.
Disable Collisions: Press Left then hold Right, press C-Right. Release both, press C-Up, C-Left, C-Down, Z.
Drive Burning Hulk: Hold C-Up and press Z, Z, Z, Z. Repeat the code to switch between smoking hulk, burnt-out hulk, or normal.
Infinite Time: Hold Z, then press and hold C-Down then C-Up. Continue to hold the Z, release the C buttons. Press and hold C-Up then C-Down.
Resurrect in Place: Hold Z, then press and hold C-Left, then C-Right. Continue to hold Z and release the C buttons. Press and hold C-Right then C-Left to activate the code.

Publisher: Midway
Players: 3
Genre: Videogame
Developer: Saffire

RAMPAGE

Level Select

At the character selection screen hold L and all four C buttons. Keep holding them until you hear a noise, then start the game. When the screen that shows the next city is displayed, use up and down to change your country or left and right to change your city.

TOP GEAR RALLY

ALL CARS
Highlight Arcade Mode and press A, Left, Left, C-Down, A, Right, Z.

ALL TRACKS
Highlight Arcade Mode and press A, Left, Left, Right, Down, Z.

Publisher: Midway
Players: 2
Genre: Milk Truck GP
Developer: Boss Game

Publisher: Acclaim
Players: 4
Quote: "Hell yeah!"
Developer: Iguana West

WWF WARZONE

NOTE: To use these codes you must first access the Basement Cheat Menu by pressing L and R at the Mode Select screen. Also, note that you must win the challenge mode in solo or vs. computer mode. You can't play against a human opponent.

BONUS CHARACTERS
Once unlocked, these special characters can be selected under the Custom option at the wrestler select screen.
Dude Love: Win the world title with Mankind.
Cactus Jack: Win the world title with Mankind.
Sue the Ring Girl: Win Challenge mode on medium or hard with Bret or Owen Hart.
Trainer: Enter the Training Mode to unlock the Trainer.

VARIOUS CODES
Beans Mode: Win Challenge mode on medium or hard with either Headbangers.
Big Head: Win Challenge mode on medium or hard with Bulldog or Rock.
Extra Cold: Win Challenge mode on medium or hard with Steve Austin or Goldust.
Giant Mode: Win Challenge mode on medium or hard with Ahmed.
Ladies Night: Win Challenge mode on medium or hard with Shawn Michaels or Triple H.
New Duds: Win Challenge mode on medium or hard with Kane.
No Blocking: Win Challenge mode on medium or hard with Shamrock.
No Meters: Win Challenge mode on medium or hard with Undertaker.
Polished Mode: Win Challenge mode on medium or hard with Kane.

CUSTOM WRESTLERS
One of Warzone's best features is the custom wrestler mode. Once you earn all extra duds and ladies body parts, you can even have a Whitehouse grudge match. IGN editors will be available for download via the DexDrive at IGN64.com soon.
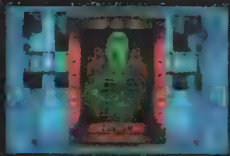
Publisher: Acclaim
Players: 1
Developer: Iguana
AKA: Guerilla in the Mist

TUROK: DINOSAUR HUNTER

DON'T RUIN TUROK
If you've never played through Turok: Dinosaur Hunter before, do it once without using any codes. The game is designed to have you hunt for weapons and ammo. Using cheats completely changes the balance and kind of ruins the gameplay experience.

ALL CHEATS
Enter these codes in the "Enter Cheat" menu. To use them, go to the Cheat Menu and enable the desired codes.

Ultimate Code: NTHGTHDGDCRTDTRK
All Weapons: CMGTSMMGGTS
Big Heads: TSHNTTBNCTPRDCRD
Dana's Cheat: DNCHN (shrinks enemies)
Disco Mode: SNFFRR
Gallery: THBST
Greg Mode: GRGCHN
Infinite Lives: FRTHSTHTTRLSCK
Pen and Ink Mode: DLKTDR
Purty Colors: LLTHCLRSFTHRNB
Quack Mode: CLLTHTNMTN

Robin's Cheat: RBNSMTH
Show All Enemies: NSTHMNDNT
Show the Credits: FDTHMGS
Spirit Mode: THSSLKSCL
Unlimited Ammo: BLLTSRRFRND

Publisher: Ocean
Players: 2
Quote: "ReBomb! ReBomb!"
Developer: Zed Two

WETRIX

CHANGE TETRADS
To change the puzzle pieces from T and L shaped pieces to triangles, short bars and large squares, first complete all practice rounds. You will then have a red background. Then get an "OK" rating in all modes except practice and multiplay. (When you get an "OK" rating, game options will flash green). The background will change to green and you will find a new option in all modes except for Practice.

FLOOR SELECT AND BACK-GROUND COLOR CHANGE
Complete all 16 practice rounds (eight 1UP/CPU and eight 1UP.) Now go to the options screen and you will see a new option called floor. This will let you chose from many different floor sets such as the Mona Lisa and the American Flag.
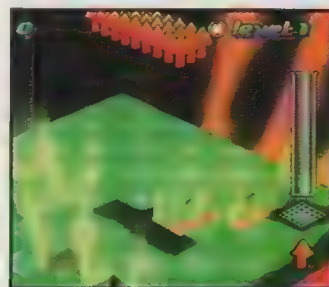
YOSHI'S STORY

BREAK BUBBLES

To break bubbles without using an egg, jump on top of them and bump into them repeatedly. After a while, they will pop.
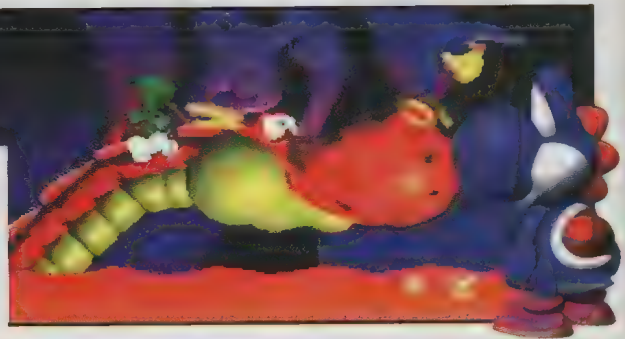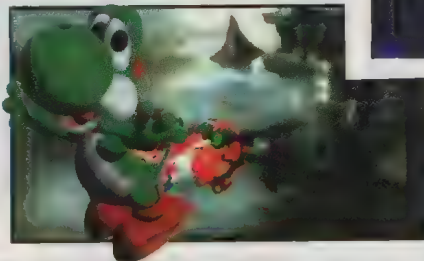
INSTANT DEATH

Annoyed by the Yoshi's Story title music? It's payback time! Here's a way to instantly kill your Yoshi: Press the Z, L, A and B buttons at the same time and your Yoshi should die no matter how many health petals he has.

TINY EGGS

In the level "Piranha Groove" (4-4), let a plant eat you to get shrunk. Then, while small, hit an egg block. It will produce a small egg. Pick it up. When you regain normal size, the egg will stay tiny. It doesn't really serve any purpose, but how could anyone not be excited about tiny eggs?

WCW VS. NWO: WORLD TOUR

BONUS CHARACTERS

Start the League Challenge, then beat all the wrestling leagues. After you win the title in each organization you will get the following secret characters: Diamond Dallas Page, Macho Man Randy Savage, Glacier, Wrath, Joe Bruiser, and Black Widow.

UNMASK A WRESTLER

To rip off a wrestler's mask or paint, repeatedly use the eye gouge move. In order to do this you must select a wrestler who can do the eye gouge such as Syxx, Rick Steiner, or Ric Flair.
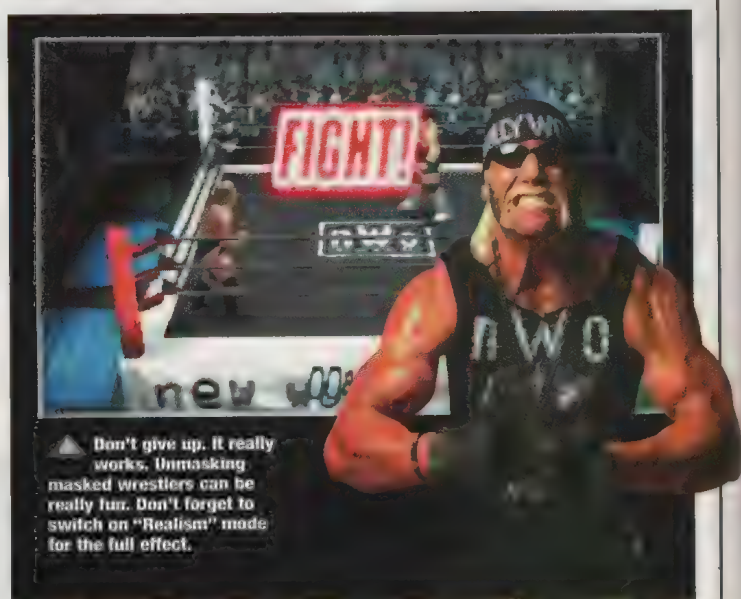
Don't give up. It really works. Unmasking masked wrestlers can be really fun. Don't forget to switch on "Realism" mode for the full effect.

WORLD CUP 98

PERFORM SOUND EFFECTS

To perform your own sound affects, after scoring goal press A, B, C-Left, or C-Down.

WORLD CUP CLASSICS

To unlock the World Cup Classics, play through the World Cup with any team and win the trophy.

GAMESHARK CODES

GT64: CHAMPIONSHIP EDITION

All Races 1 Lap	8015FC35 0001
Always Place 1st	801608D8 0001
Fake Have 1st	80130654 0001

NFL BLITZ

| New Characters	
Must be on:	812AE044 0000
Mark Turmell	812AE046 0000
Pinky	812AE046 0001
Daniel	812AE046 0002
Van	812AE046 0004
Japple	812AE046 0005
Jenifr	812AE046 0006
Gentil	812AE046 0007
Luis	812AE046 0008
Raiden	812AE046 0009
Root	812AE046 000A
Shinok	812AE046 000B
Skull	812AE046 000C
Thug	812AE046 000D
Sal	812AE046 000E
Forden	812AE046 000F
Carltn	812AE046 0010
Mike	812AE046 0011
Grinch	812AE046 001F
LT	812AE046 0021
Guido	812AE046 0028

IGGY'S RECKIN BALLS

Infinite Credits	800BDEA5 0005
No Credits	800BDEA5 0000
Fake Always Have 1st	800BFF45 0001
Level Modifier	800CCF69 00??
Start on Level Modifier	D00CCF69 0000
	800CCF69 00??

NASCAR 99

1 Lap to Race	800438B3 0009
	D021FBAB 0000
	8021FBAB 0008
	D022359B 0000
	8022359B 0008

GEX: ENTER THE GECKO

Activate All Cheats	800C57A7 00FF
Out Of Toon	800C572E 0007
Smellraiser	800C572F 0007
Gecques Cousteau	800C5730 0007
Frankensteinfeld	800C5731 0007
WWW.DOTCOM.COM	800C5732 0007
Mao Tse Tongue	800C5733 0007
The Umpire Strikes Out	800C5734 0007
Pangaea 90210	800C5735 0007
Fine Tooning	800C5736 0007
This Old Cave	800C5737 0007
Honey I Shrunk The Gecko	800C5738 0007
Pain In The Asteroids	800C5739 0007
Samurai Night Fever	800C573A 0007
No Weddings & A Funeral	800C573B 0007

Q&A

N-QUERY

Why are the crowds in sports games always flat as if they're sitting on each other?

Peer: Since there is a limit to how many polygons (shapes) the N64 can draw on screen without causing the action to slow down, game designers simplify in those areas that hurt the least. Some games actually do try to create a 3D audience of sorts by layering several rows of polygons with crowd textures on them. It looks really odd close up, though. For an example, check out **Ken Griffey Baseball**. We call it the "living coral reef."

I was wondering if the Nintendo 64 has set a new record. Is this system taking the longest time to get a light gun game ever? To my knowledge there has not even been a preview of a light gun game. Will there ever be one?
Bagger914

Peer: It looks like there still won't be a light gun game for N64 any time soon — if ever. The problem is that most third-party publishers don't want to support products that haven't been officially licensed by Nintendo. Since Nintendo doesn't have any plans for a gun right now, things don't look too bright for shooting fans.

I've heard about so many enemies in **Zelda 64**, but I have never seen any screen-shots of Link fighting Ganondorf. Does this ever happen?

CLASSIC LETTER

golden eye is a eyetat is golden. I know a cheat so you can beat the game as boris. mail me a 50.00 gift certificate and I will tell u. reply to sender click here for many codes :)
Bill Diep

...and Eyetat Boy was born. We just couldn't make an IGN64 magazine without including this classic letter. Months and months of Eyetat jokes followed. Now Rare hates us. See what you did, Bill?

Peer: Actually, you have probably seen a screen-shot of Link fighting one "form" of Ganondorf (he appears more than once). Phantom Ganon rides on a ghostly steed through the small room with the paintings on the wall. It's one of the coolest sequences in the game, so I won't give away too much.

Is there any way to play four-player games, like GoldenEye, on four different TVs without having the other players see your screen? There's got to be a way!
Dexter B. Veroni

Peer: There sure is, but it might cost you a little more than it's worth. The cheapest solution would be to buy a so-called quad video splitter that sends the same image to four external sources. You simply plug your N64 into the splitter's input and hook it up to four TVs. This way, you will end up with the four-player screen on four different monitors. Grab some cardboard and tape up the screens you don't want to see. The other alternative is to go for a more expensive video wall processor that actually splits the image into quarters and sends each to a different TV. Unfortunately, we have yet to find a unit that's cheaper than $500. If anyone knows a more low-cost alternative, be sure to send us a letter.

Hey, do you guys know how to load Pokémon characters from **Pokémon Green** to **Pokémon Stadium**? The only characters from my Game Boy version I can play as are the characters that are already in the game. Please help me!

Peer: You will have no luck trying to import characters from the US

Perfect death match doesn't come cheap: You need a video wall processor to split your screen into four distinct windows and send them to seperate TVs.

Game Boy Pokémon into the Japanese Pokémon Stadium. They're not compatible. You will have to wait till Nintendo brings out Stadium over here.

I wonder how you'd compare Zelda to the almighty **Perfect Dark**. Zelda will be awesome because of the exploration, but will PD be like that? I don't just want to shoot stuff in a game (so I lie alot, big deal). I want to look around and interact with things. Is that what Rare's doing with PD?

Peer: Perfect Dark is a shooter at heart, so you really can't compare it with Zelda, which relies on item usage and even conversations with characters. But I do think that Rare is pushing the genre a little into the same direction. For example, instead of just being able to hide behind boxes, Joanna can actually push them around. Similarly, she will have to push a stretcher with an alien body on it out of the building and mount a hover bike whenever she finds one.

I have been wondering for a long time — do you think Nintendo's next console will be cart or CD-based? I know you probably don't have any data about this, I'm just asking for your gut feeling. I agreed with Nintendo's choice to stay with carts for the N64, but using them again would be incredibly stupid.
Nicholas F. Singh
velocity@mninter.net

Peer: There is no way Nintendo will use cartridges again with its

next system. Whether it's ultimately the better medium for video-games, or not, larger-sized, cheaper media offer more freedom and an easier way to make money for third party developers and publishers. I have a feeling Nintendo won't use CDs with the next console, but rather go with cheap rewritable disks of sorts — a more modern 64DD, if you will.

Hey, just one question: is there going to be a **Tomorrow Never Dies** for the N64 by Rare or not?
Aman Singh

Peer: No, unfortunately Rare isn't working on another Bond game as of yet. For whatever reason, Rare passed on the license and the original GoldenEye team is now working on Perfect Dark. While that's not a bad thing, it's odd that the company that got the license, MGM Interactive, is publishing only a PlayStation version. I'm not sure what MGM's reasons are for ignoring the N64, but even Matt's pet frog Herman knows that anything on N64 with the Bond name slapped on it would sell an easy million based on the reputation of Rare's classic. Oh, look — it's 11:30. Matt should be in any moment now....

Why has Nintendo censored Carmageddon 64? Who thought up the brilliant idea of replacing humans in the game with zombies? Lame.
Brian Hemply

Matt: Actually, the big 'N' may not be to blame for this one. Interplay is publishing Carmageddon 64. It's highly likely that the company, rather than risk any censorship issues that may have arisen (or a more limited audience), just decided to make the change. Unfortunately, a huge part of Carmageddon's appeal was its over-the-top violence, which definitely doesn't bode well for the decision to change the game's innocent humans to zombies. That sort of turns it into Resident Evil on wheels. Besides, zombies everywhere are outraged. They're demanding equal rights.

N-PUT

We asked our readers: What are your thoughts on Nintendo Co. Ltd's recent move to cancel its annual Spaceworld Expo in Japan and not make an appearance at the Tokyo Game Show, either? Have the marketing folks at Nintendo given up on Japan, or do they have a trump up their collective sleeve?

Sounds like a small stock scam. NCL skips the show and stock drops a little. **Zelda**'s release brings stock to a new high.

khkg

What's up with that [bleep]! Nintendo needs to promote, Promote, PRO-MOTE! With the sales of Nintendo cartridges falling and Sony picking up the slack in Japan, Nintendo needed to attend both of those trade shows to show the public that they still are a leader in the Gaming Community. This is not OK.

Not only was Nintendo a card company, but they have to be the most secretive company in the industry. They probably pulled out of those shows to protect their precious Zelda info (and I bet you guys probably did risk your lives to get your hands on that Zelda video you ran on the site). And let's talk about surprise games for a while. Last year, it was **Diddy Kong Racing** for Christmas when it seemed that there would be nothing for that most important time of year from either Nintendo or Rare. And I know that next summer will bring **Metroid 64** — even if you guys don't think so — there will be a **Metroid 64**. Nintendo is waaay too smart not to bring that game out. So basically, my theory is that the former playing card company has made this surprise move in order to play its cards close to the chest. They are trying not to show their hand just yet. Although they have a controlled leak going on in releasing screen-shots, info, and other tidbits every so often, they will probably put the clamps down soon as they work like dogs to be double sure that this game lives up to the hype, and blows the hype clean out of the water.

Milt

I have always kept my faith in the mighty "N." They have not become one of the most powerful forces in the gaming industry by making stupid decisions. I do feel, however, that more exposure in the Japanese press would help kick some Japanese third party developers in the butt. Companies like Namco and Capcom, that are licensed developers but not converting any of their major franchise games to the platform. Once allies Square and Enix may see reason to develop unique games based on the N64's strengths, rather than scoff at its 'weak' cartridge format. More exposure means more development and consumer interest. More consumers mean more money. Money means more games and

Hey Matt I think your beard isn't a beard at all. I think you just haven't washed your chin in a couple of years. Didn't your mother ever tell you to wash your chin?

LinkHy64@aol.com

Matt: If I was to wash my chin the termites and gnats that live within my beard would surely perish. Oh no, no — we can't have that. Don't you understand? That's an entire civilization that I'm responsible for.

It's been more than two years (I think) since I first saw a preview of **Rev Limit**. I loved the screenshots of the game. But now I'm tired of WAITING. What happened to it? Is it coming out? A different name perhaps?

Peer: No, Rev Limit still has the same name. But a while ago, there was talk that Seta would work together with Nintendo to include 64DD compatibility. Also, when Seta showed off Rev Limit at the Nintendo Spaceworld '97, it ran far too slow. The sense of speed just wasn't there. Seta went back to the drawing board and is reworking Rev Limit to be faster and perhaps even include a new multiplayer mode.

I was eating these chocolate almond Pocky stick things in a movie theatre and was all of a sudden struck with a deep emotional and exciting sensation. Then I realized that these snacks taste the same way new Nintendo hardware smells. You know, that smell when you pull your system out of the Styrofoam and plastic sheathing that invokes the urge to cuddle

your system and pee your pants. Do you know what I'm talking about?

Cuddle-boy
jony@u.washington.edu

Peer: Ummm, yeah... I know... exactly what you're... uh...

I went to the store the other day and decided to pick up a can of **Madden 99** sound. I opened it up and was surprised to find that it sounded exactly the way the game sounds coming from my surround system. I wonder why EA would take a step backwards in the audio department. It's laughable when you compare it with last year's game. **Madden 64** had crisp clear sound with better commentary and play by play. Although, I thought the crowd's reaction to touchdowns was rather weak as their noise level seemed to stay the same through the whole game. A year later, EA puts out a game with "Campbell Soup Audio" that sounds just like last year's **QB Club**. What a great segue for my question: Does sound in a video game have to suffer just because the game runs in hi-res? I certainly hope **Rogue Squadron** doesn't sound that bad. I think that without good quality audio, the whole gaming experience is as stale as a ten year old cheesy poof under the living room sofa.

Bob Bumble

Peer: The audio in Madden 99 was pretty lame, especially when compared with the sound in EA's own **FIFA** series. There is indeed a relation between audio and graphics. Since the N64 lacks a dedicated sound chip, everything is handled by

either the co-processor or the CPU. If a game is heavy on graphics, not much processor time is left over for sound. As a rule of thumb, imagine that each audio voice uses 1% processor power. If you have stereo, that's already two voices just for general crowd audio (you are likely to have even more since crowd cheers are mixed in). Now add a narrator, game sounds, and so on. Since Madden 99 was EA's first hi-res title for the N64, I think the programmers struggled not only with processor power, but also RAM issues and cart space, and ultimately decided to go for graphics over sound.

Rogue Squadron is an entirely different story. Factor 5 has always been known for their talented sound developers, so they designed the game engine from scratch in a way that it allowed for surround sound audio and a fantastic, orchestral score. Add to that the proprietary voice compression, and you've got easily the best sounding N64 title yet. No "Campbell Soup Audio." Since Factor 5 is licensing their sound tools out to other developers, I see no reason why not more N64 titles sound that good.

Rev Limit... Rev Limit? Now that's a name I haven't heard in a long time.... a long time. Oh, it's not dead, not... not yet.

RANDOM RANT

Any other year, the best time for Rogue Squadron to be released would be Christmas. However, with *Episode One* being released in theatres on May 26th, 1999, a middle to late May release would be perfect for a *Star Wars* game. What better time to sell the game than alongside the biggest event in recent movie history. It would be a sure hit! Just like the movie. Any schmoe would realize this. If LucasArts and Factor 5 delayed this game until then, it would most likely make more money. Also, it would give them enough time to add a multiplayer mode. Look at the competition. At Christmas, you've got Zelda, the biggest game ever. In the spring you've got **Conker**. Nobody over twelve is going to buy it. Hence the name **Twelve Tales**. Clearly it would be smarter to release it in late May with the movie coming out at the same time. May the force be with you.

Dweeze

Just one question: Will **Perfect Dark** be a gore fest like **Turok 2** or violent (but not like heads blowing up in a splatter of brains, guts blood and green gooey stuff)? In other words, will it be extremely violent like Turok or more along the lines of **GoldenEye**?

Mike

Peer: Rare's not about clumsy and gratuitous gore. Perfect Dark will be a little more graphic than GoldenEye (which mirrored the Bond films in its level of violence), but I doubt there will be dismemberment and excessive blood.

ONE COOL THING ABOUT MAGAZINES IS THAT YOU CAN INSERT THESE COOL PULL-QUOTES IN THE MIDDLE OF ARTICLES. YOU KNOW, TO HIGHLIGHT IMPORTANT INFORMATION.

Am I the only person who has noticed that Ken Lobb (of NOA) is in about every Nintendo 64 game nowadays? His head is in GoldenEye! Was naming a gun after him not enough? Then, by using a code in **NBA Courtside**, it opens up the secret teams and on one of the players is Ken Lobb! When will it end? I wouldn't be surprised if **Legend of Zelda: The Ocarina of Time** features Ken Lobb as Ganon.

ChiefMonkey

Matt: Ah yes, what you speak of is a new Nintendo standard that reads: "All Nintendo 64 products, videogame-related or other, must openly bear the name or resemblance of one Ken Lobb." Open your eyes man. He's everywhere! There's already Super-Happy-Lobb-Fruit in Yoshi's Story; Lobbtoids in Turok 2 and more. Subtle, yes, but they're all the same. Whole development houses have already fallen victim to Lobb's name. For example, the newly renamed Lobbotomy Studios -- the maker of Caesars Palace for Nintendo 64. You can run, my friend, but you cannot hide. Ken Lobb will find you. Oh yes.

Hey, looking at your N-Query section on the site, I noticed something. When you abbreviate Zelda: The Ocarina of Time, you get Zelda: TOoT. Is this a reference to Link tooting on the ocarina, or is it some gastrointestinal thing?

Caeser

Peer: The latter, of course. Must be those Deku Nuts...

I know **Silicon Valley**'s going to have tons of replay value already, but why don't they have a multiplayer setting? Having four players battle it out using demented militaristic animals could even rival GoldenEye's multiplayer modes.

uncaps boy

Peer: I totally agree. Both recent DMA games, **Body Harvest** and Space Station Silicon Valley, would have made perfect multiplayer games. Imagine a death match between Flossy the sheep, the foam-at-the-mouth bear, the stinky rat, and a rocket-propelled fox... Perhaps in the sequel?

Matt, is Peer really a robot from the future? Has he ever malfunctioned? By the way, I shot my grandma's dog when I was 12, God's honest truth.

Dan Egger

Matt: Egger, you are officially a redneck. I'm afraid it's true. Peer stands for Personal Electronic Entertainment Robot and he is in fact from the distant future. Manufactured in Germany, Peer bears a Nintendo Seal of Quality stamp on the back of his neck. Once, when he was powered down, I made the mistake of tampering with the seal and he freaked out, much like the android did in the movie Alien. It was frightening to say the least. Since then, I've kept my distance.

1. Is there a Japanese counterpart to **WCW/NWO Revenge**? They had **Virtual Pro Wrestling** to our **World Tour**, and it kicks the crap out of it. Japan is like some weird alternate universe where everything is better, so is theirs the same or different?
2. Turok 2: Please tell me you can choose control styles. I hated the control in the first Turok. It kept me from buying the game. I want control like in GoldenEye. Is this an option, or do we have to play the way Acclaim wants us to?
3. A Zelda question: My biggest fear of this game is the fighting. The Zelda series has always had

a room full of baddies, and you have to run your pants off killing 30 mummies in one room to get a key or something. With the new Zelda and its lock on system, how easy is it to fight multiple baddies? I saw a movie where he is surrounded by three skeletons. Is it tough to fight off multiple enemies? I am worried that it is going to be too complex to fight more than one, and then that takes all the fun out of the game.

SCott

Peer: Let me go through your questions one by one.
1. Yes, there is. I don't know if the Japanese version will be any better, though. So far, we only know that the American wrestlers will be replaced by Japanese ones. Since the Japanese version won't come out until next year, it is very likely that it will have more features. However, not every game is better in its Japanese incarnation. **Super Mario 64** had a lot more voice and sound effects in the US version and games like **Chopper Attack** and **Airboardin' USA** are also improved over the Japanese releases. It always depends on where the game comes out first.
2. There is a GoldenEye-style control option, as well as an alternate Turok-control style for lefties.
3. Yes, there is always the danger of losing track of multiple enemies by focusing on one opponent at the time, but you have to remember that Zelda doesn't require you to lock on to fight. Moves like the spin attack can easily be executed in the midst of a group of enemies without locking on to anyone. With some of the stronger opponents, Nintendo included a more "fair" attack AI, where you engage with one enemy at the time — kind of like in those old Zorro movies.

On this one post in N-Query a while ago, you said there were only two codes you were hiding from us. The Vanna White Nude Code and the Luigi Code for Mario. Why won't you tell us how to get Luigi in Mario 64?

Alex

Peer: C'mon, Alex. I was only kidding. Luigi is not in Super Mario 64. The Vanna White nude code, that's different... Oops, I'm out of space. Drat.

so on... Whatever Nintendo is doing, I sure hope they have a long term plan.

Nintendo? Give up? Nah. Like everything else Nintendo plans, the show has been put on hold. It is rumored that a show is secretly waiting in some obscure warehouse somewhere in Japan, but again it's only a rumor. I highly doubt that Nintendo has "something up their sleeve". Anything "big" in Nintendo terms means "Let's hype it to death, THEN delay it! Then hype it some more! Then..." – you get the point. With the Dreamcast on the horizon, which is looking DARN GOOD, it doesn't matter what Nintendo does in Japan. Release Zelda? 64DD? - Doesn't matter. Sega's new machine has people foaming at the mouth, not to mention an already impressive library starting to build. About the only surprise that Nintendo could give me, is an announcement that they are making games for other platforms.

Cal

TIS Have tbhe Sonycrap! Nintendo is superior AND Distroy that!

Jeffery Nelson

I think Nintendo has come to the conclusion that the N64 is a failure in the Japanese home market. What other reason would explain their lack of promotion for their flagship N64 title in Japan?

They may have something up their sleeve, which I doubt , but it doesn't matter anymore — it's over in Japan. I bet that Nintendo will announce early next year their plans to release a new 128-bit system in 2000. By the way, I think the 64DD project will be aborted soon. It doesn't make sense anymore to release it.

I think that not showing Zelda 64 or any other game at Spaceworld or the Tokyo Game Show was a good idea. It's kind of like not showing Godzilla in the prerelease movie trailers. Nintendo has something big and they're not going to tell anyone. It may have to do with Zelda or it may be another game. Whatever it is, it's going to be big, and good. I think we should send in Ed the Janitor in to investigate.

Something is amuck. I've read up on all the past history of Nintendo, back when it was a playing card company and never have I heard of something so odd. Simply said, they either have given up on Japan or they have a trump up their sleeve. If you ask me, it's the trump. They must have some plan to do an overkill advertising campaign for Zelda: Ocarina of Time which could regain them a foothold along with the strength needed to release the 64DD . Also, does anyone remember a little game being produced using the Zelda 64 engine?

Mike Gorman

Although the N64 is still the only videogame system without a light-gun, there is no doubt that peripheral makers are getting more adventurous when it comes to making add-ons to the console. IGN64 gives you a look at some of the most original hardware items.

DexDrive

MANUFACTURER: INTERACT
PRICE: $39.99

Imagine paying $40 bucks and getting an unlimited supply of memory paks. Imagine downloading new rosters for your favorite sports game for free. Imagine trading memory paks with people you've never met and not getting screwed in the deal. Sounds like the 64DD? Guess again. It's InterAct's **DexDrive**, by far the most original peripheral we have seen for the N64 yet.
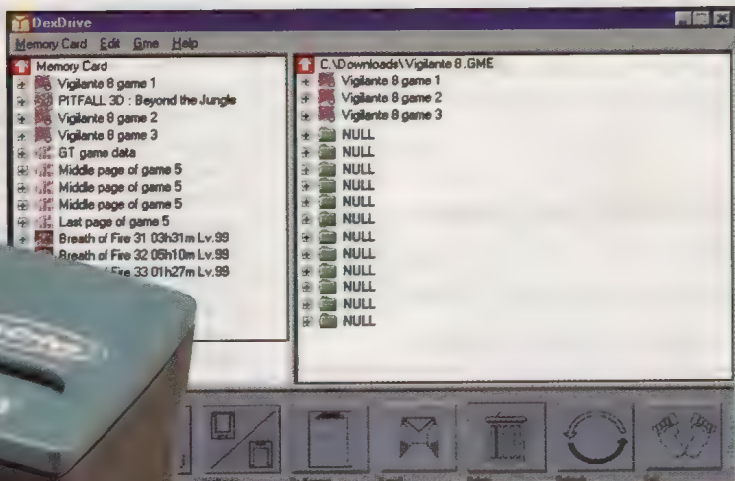
Developed by InterAct, the makers of the **GameShark**, the DexDrive enables players to store the contents of their memory paks on their PC and even trade the data with friends via e-mail or the Internet. But that's not all. InterAct has already made a deal with sports publisher EA to offer roster updates for games like NBA Live on their homepage. Other publishers, like Acclaim and Midway, are likely to follow suit and offer downloads for their titles as well.

The small device is essentially a memory card port that attaches to your PC via a 9-pin connector and plugs into a PC's COM port. Players stick their console memory paks into the DexDrive and boot up the included software on their computer. Using a graphical drag-and-drop interface resembling Windows Explorer, the Dexplorer, the contents of the memory cards can now be backed up to the computer's hard drive, then posted on a website, or even attached to e-mails and sent out. An LED indicator at the front of the unit shows whether the device is active or not.

Look for the DexDrive, including installation software for PCs, available in stores for $39.99. An excellent investment, in our opinion.

If you're familiar with Windows, you will immediately understand the Dexplorer. The left window shows the contents of your memory pak, the right side a directory on your harddrive. To copy a game save to your computer, simply click on it and save it where you want it.

4MB RAM Expansions

MANUFACTURERS: NINTENDO AND INTERACT
PRICE: $29.95

Originally scheduled to be included with Nintendo's ill-fated disk drive add-on, the 64DD, the **4MB RAM** (four megabytes of Random Access Memory) **Expansion** is now available in North America as an optional "performance booster." When Acclaim announced that its dinosaur shooter, **Turok 2: Seeds of Evil**, supported hi-res mode if played on an N64 with an additional 4MBs of RAM,

Nintendo announced that it will bring the expansion to consumers. Shortly afterwards, third party peripheral maker InterAct followed suit. Retailing at around $30, the small Rambus DRAM paks plug into the top expansion port of the N64 and replace the jumper pak in place (which does not contain any RAM). The expansion raises the N64's overall system RAM to 8MB.

While you are not likely to notice any performance increases with your old N64 titles, upcoming and available games designed to work with the pak will offer enhanced features, such as a medium-res or hi-res modes (up to four times sharper visuals thanks to higher resolution, faster framerates, or longer replay. How exactly developers use the optional RAM is entirely up to them, but many AAA titles, such as Turok 2, Rogue Squadron or Zero Hour

already run in hi-res mode with the pak. Sure, the price is a little steep, considering that you could get a whole new game for only $20 more — but once you've gazed at a higher resolution, it's hard to come back. Both companies offer the same for the same price. You take your pick.

ACT LABS RS NINTENDO 64 RACING SYSTEM

MANUFACTURER: ACT LABS
PRICE: $69.95

The latest steering wheel from peripheral maker Act Labs proves that being "Nintendo-licensed" doesn't always mean being the best. Oh no, don't get us wrong — Act Labs' wheel is clearly the best wheel for N64, which is exactly the reason why we think it's ironic that Nintendo lends its stamp of approval to Ascii's **Hyper Wheel**, but not this one.

Featuring a padded, imitation leather wrapped wheel with a 250 degrees turning radius, the **RS** is so far the only steering wheel on N64 that offers a heavy enough feel. Next to the standard number of N64 buttons (Start, Z, the C-Buttons, A, B) directly on the wheel, Act Labs also included a D-Pad in the middle (mostly used for menu selection) and L and R buttons in the form of F1-style gear shifters. All buttons can be programmed with additional macro functions, thanks to Act Labs' innovative "hyper programmability." To prevent it from sliding around, the RS can be mounted to almost any table or desk thanks to its metal flywheel clamping system — although Act Labs could have been a little more generous with the maximum setting for thicker tables. The included no-slip pedal setup is likewise stable, with a wide and heavy metal base, and provides two analog pedals. In addition to taking over A and B button digital functions, the pedals can also be used to duplicate the forward/backward movement on the analog stick for full throttle control in games like **Rush 2** or **Top Gear Rally** (you simply start your N64 while holding down the Z-Button to switch the wheel to analog pedal mode). If you don't want to save all your data on a memory card (in a controller plugged into one of the other ports), how about just letting the RS save on its built-in memory bank (same size as a standard Nintendo Memory Pak).

Multi-platform owners will be happy to hear that the N64 edition of the RS wheel offers compatibility with other consoles via RS Engine cartridges that are plugged into the back of the wheel. These cartridges are sold separately ($19.99) and enable you to hook up the wheel to a PSX, Saturn or even PC. The RS is so good, we only have two minor complaints: The inadequate stickers to mark the buttons and the lack of Rumble Pak support. Other than that, the RS is, by far, the best steering wheel available for N64. If you're a racing fan, you must own this wheel. If you're obsessed, you will even use it to play GoldenEye.

GAMES WITH STEERING WHEEL SUPPORT

Although virtually every racing game can be configured to work with a steering wheel, some games offer dedicated steering wheel support and even analog pedal configurations (listed below under "Full Support").

FULL SUPPORT

- Automobili Lamborghini
- F1 Pole Position
- GT World Tour
- MRC
- NASCAR 99
- Roadsters '98
- Rush 2
- San Francisco Rush
- Top Gear Overdrive
- Top Gear Rally
- V-Rally

LIMITED SUPPORT

- F-1 World Grand Prix

This cartridge is probably the sole reason why the RS isn't Nintendo-licensed. Owners of other consoles can buy separate carts to make the wheel compatible with the PSX, PC or Saturn.

CAPTURE CARTRIDGE

MANUFACTURER: NINTENDO
PRICE: UNKNOWN

Nintendo's upcoming innovative Capture Cartridge promises to build on the Big "N"'s recent excursion into the world of digital photography — the **Game Boy Camera**. But instead of giving the N64 an eye to capture images, the Capture Cartridge enables gamers to hook up a VCR or a video camera (or any device with a Video or Sound output) and record images and movies on their N64. Designed to work with the 64DD, Nintendo says the cart will be able to snap single images at 640x480 (TV screen size) and save them directly to disk. These images can then be used in creativity programs, such as the Mario Artist series, where you can alter the pictures and even map them onto polygonal figures.

While the possibilities for this device are endless (imagine a fighting game where you could use your face as the face texture of one of the characters), Nintendo has yet to show off concrete examples on how the device will appeal to the mass market. Sure, would-be-artists and Mario Paint junkies will be delighted, but will the majority of N64 owners be into it? Judging from the Game Boy camera's success, the device could be a hit in Japan, so far the only country where the capturing device is slated to appear. With the 64DD's US future in question, don't expect this gadget to make its way to the US any time soon — if at all.

Nintendo's Capture Cartridge offers four separate AV inputs: Video In and Stereo Audio Ins (standard RCAs) as well as a separate microphone input. Like a game cart, the device plugs into the N64's cartridge slot. So where does the software go? Unless Nintendo goes for lock-on technology or adds a slot to the back, the Capture Cart will only work with the 64DD.

What Ever Happened to
ROBOTECH
Crystal Dreams

HAVE YOU SEEN ME?
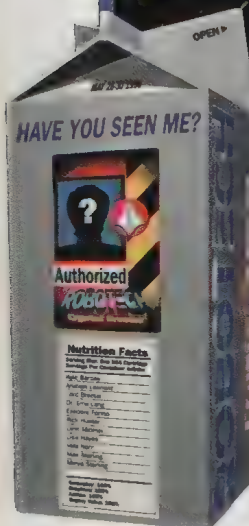
Robotech: Crystal Dreams, possibly one of the most anticipated games for the Nintendo 64 will probably never come out. Here is what happened.

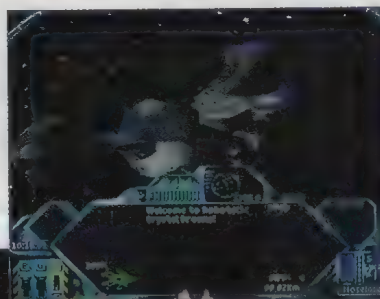In development since the Big Bang, Gametek's **Robotech: Crystal Dreams**, was one of the very first titles announced for Nintendo 64 way back when the console was still called Ultra 64. The game, had it ever materialized, would have been a 3D shooter set in the Macross universe and designed to be as realistic as possible. Gametek released early renders

of the game just before Nintendo 64's launch and Robotech fans waited. And waited. And kept waiting. One year later Gametek filed for Chapter 11 Bankruptcy in order to "re-work and settle internal debts." The company quickly recovered, or so we thought, releasing **Wheel of Fortune** and **Jeopardy** for Nintendo 64. Two

years later at E3 (the Electronics Entertainment Expo) '98, Gametek unveiled Robotech behind closed doors. Still early in development and sporting choppy framerates, limited control and decidedly first-generation graphics, onlookers were not impressed. But Robotech fans would not be swayed. Hype continued to surround the product and anticipation grew. But anticipation wasn't helping Gametek find a publisher for the game and rumors of more

financial problems had already begun circulating. On top of everything, Tomy, the Japanese publisher dropped the title from its lineup as well. Surprisingly, Capcom, still without a Nintendo 64 title under its belt, signed an "intent to distribute" contract with Gametek which made the unbe-

Despite some excellent ship models, Robotech appeared dated next to games like Star Fox or Colony Wars.

lievers take notice and caused the fans to cheer. Robotech was finally coming. Gametek, ignoring its own financial difficulties, told the press that it would self-publish the title. It never happened.

"We came in on Monday, July 20, to work as usual, and there was a sign on the door saying that Gametek was closed due to bankruptcy," a former Gametek employee told IGN64. "We were allowed to pick up our personal belongings, and that was the end. Gametek ran out of money."

With no financial standing to make the game a reality, Robotech died with Gametek. "As far as I know, nobody is currently working on Robotech: Crystal Dreams or trying to buy the game
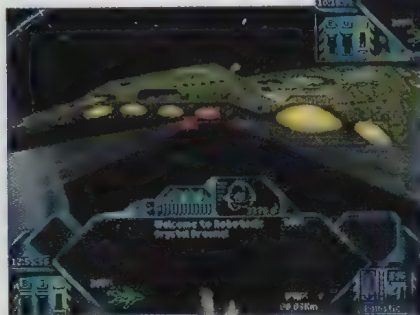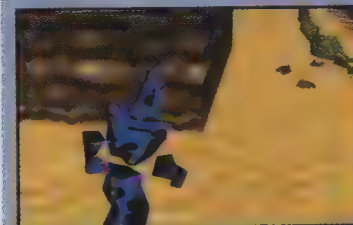
code, though there are still a few rumors floating around on the net. All of us who were working on the game are looking, or have already found, new jobs."

Unfortunate as it may be, games with troubled upbringings hardly ever break free of their vaporware state. **Robotech** helped launch Nintendo 64, but in the end it just couldn't keep up with it.

Tommy Thunder:
Player One couldn't find publisher. Ascii picked up the project for PlayStation release.

Freak Boy:
"The best game you'll never see", according to an ex-Virgin employee.

Freak Boy floated around in game limbo for a while before its creators finally pulled the plug.

Project Cairo:
Crave realized 800MBs worth of data don't fit on a 4MB cart.

Joust 64:
A voice from Heaven cried: "Thou shalt not meddle with the classics." Not everything works in 3D.

F1 '98:
Trouble with the PSX code ultimately led to this port's termination. Maybe next year?

Kirby's Air Ride:
Random courses led to random boredom. Also, it sucked.

Tekken 64:
Never existed. Made up by former editor of N64.com on slow news day. What a loser.

Boss Game Platformer:
Main character was a flying dragon. Boss saw Spyro and Drakkan.

Buggie Boogie:
Too buggy.

Pilotwings II:
Nintendo wanted to focus on "other projects." Translation: Pilotwings sequel wouldn't sell well enough in the more crowded lineup.

Monster Dunk:
It sounded good on paper. "Basketball with monsters." Correction: It didn't even sound good on paper.

Final Fantasy 64:
According to Square, not a single line of N64 code was written. The game only existed in the earliest design stages. PSX offered more space for less money — and the Parasite Eve developer switched hosts.

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This is IGN64's release list for all confirmed US titles. Remember that N64 titles are prone to delays and some dates are bound to change. Still, this should give you a good idea of what lies in the N64's future. Q1-Q4 refers to the four quarters of the year. Q1 includes January, February and March, and so on.

RELEASE LIST

Game Title	Publisher	Genre	Available
Buck Bumble	Ubi Soft	Action	Nov. '98
Dual Heroes	Electro Brain	Fighting	Nov. '98
FIFA 99	EA Sports	Sports	Nov. '98
Fox Sports College Hoops '99	Fox Sports Int.	Sports	Nov. '98
Glover	Hasbro Interactive	Platform	Nov. '98
Golden Nugget 64	Electronic Arts	Simulation	Nov. '98
Micro Machines V3	Midway	Racing	Nov. '98
Milo's Astro Lanes	Crave	Bowling	Nov. '98
Nightmare Creatures	Activision	Action	Nov. '98
NBA Jam '99	Acclaim Sports	Sports	Nov. '98
NBA Live 99	EA Sports	Sports	Nov. '98
NFL Quarterback Club '99	Acclaim Sports	Sports	Nov. '98
NHL Breakaway '99	Acclaim Sports	Sports	Nov. '98
Rush 2: Extreme Racing USA	Midway	Racing	Nov. '98
Superman: The Animated Series	Titus	Action	Nov. '98
The Legend of Zelda	Nintendo	Action/RPG	Nov. '98
Top Gear Overdrive	Kemco/Microware	Racing	Nov. '98
Turok 2: Seeds of Evil	Acclaim	Action	Nov. '98
Virtual Pool	Crave	Sports	Nov. '98
Wipeout 64	Midway	Racing	Nov. '98
Bust-A-Move 3	Acclaim	Puzzle	Dec. '98
Chameleon Twist 2	Sunsoft	Platform	Dec. '98
Earthworm Jim 3-D	Interplay	Platform	Dec. '98
Fighting Force 64	Eidos	Action	Dec. '98
Magical Tetris Challenge...	Capcom	Puzzle	Nov. '98
Starshot	Ocean	Platform	Dec. '98
S.C.A.R.S.	Ubi Soft	Racing	Dec. '98
South Park	Acclaim	Action	Dec. '98
Star Wars: Rogue Squadron	LucasArts	Action	Dec. '98
Shadowgate 64: Trials of the...	Kemco	Adventure	Dec. '98
Battle Tanx	3DO	Action	Jan. '99
Caesar's Palace	Crave	Simulation	Jan. '99
Tonic Trouble	Ubi Soft	Platform	Jan. '99
WCW Nitro	THQ	Sports	Jan. '99
Winback	Koei	Action	Jan. '99
AirBoardin' USA	ASCII	Racing	Feb. '98
All-Star Tennis '99	UBI Soft	Sports	Feb. '99
California Speed	Midway	Racing	Feb. '99
NHL Hockey Sim '99	Midway	Sports	Feb. '99
O.D.T.	Psygnosis	Action	Feb. '99
Penny Racers	THQ	Racing	Feb. '99
Rat Attack	Mindscape	Action	Feb. '98
4X4 Mud Monsters	Take 2	Racing	Mar. '99
Hybrid Heaven	Konami	RPG	Mar. '99
Monaco Grand Prix Racing...	Ubi Soft	Racing	Mar. '99
Vigilante 8	Activision	Action	Mar. '99
Quake II	Activision	Action	Mar. '99
Castlevania 64	Konami	Action	Q1 '99
Charlie Blast's Territory	Kemco	Puzzle	Q1 '99
Duke Nukem: Zero Hour	GT Interactive	Action	Q1 '99
GT World Tour	Midway	Racing	Q1 '99
Harrier 2001	Video System	Flight Sim.	Q1 '99
In-Fisherman Bass Hunter 64	Take 2	Simulation	Q1 '99
Looney Tunes: Space Race	Ocean	Racing	Q1 '99
NBA In The Zone '99	Konami	Sports	Q1 '99
NHL Blades of Steel '99	Konami	Sports	Q1 '99
Roadsters '99	Titus	Racing	Q1 '99
Survivor: Day One	Konami	Action	Q1 '99
Twelve Tales: Conker 64	Rare	Platform	Q1 '99
V-Rally '98 Championship Edition	Ocean/Infogrames	Racing	Q1 '99
Wild Metal Country	DMA Design	Action	Q1 '99
All-Star Baseball 2000	Acclaim Sports	Sports	Apr. '99
Michael Owen's World League Soccer...	Eidos	Sports	Apr. '99
Rayman 2	Ubi Soft	Platform	Apr. '99
Snowboard Kids 2	Atlus	Racing	Apr. '99

Game Title	Publisher	Genre	Available
Hype: The Time Quest	Ubi Soft	Adventure	May. '99
Lego Racers	Lego Media	Racing	May. '99
Shadow Man	Acclaim	Action	May. '99
Carmageddon 64	Interplay	Racing	Q2. '99
Frogger 64	Hasbro	Platform	Q2. '99
Gauntlet Legends	Midway	Action	Q2. '99
Jungle Bots	Titus	Action	Q1 '99
Legend of the River King 64	Natsume	RPG	Q2. '99
Mystical Ninja: Goemon 2	Konami	Platform	Q2. '99
Pokemon Stadium	Nintendo	Simulation	Q2. '99
Rugrats	THQ	Platform	Q2. '99
Tasmanian Express	Ocean	Platform	Q2. '99
Revolt	Acclaim	Racing	Aug '99
Army Men 3D	3DO	Strategy	Q3 '99
DethKarz	GT Interactive	Racing	Q3 '99
Duck Dodgers in the 3rd...	Ocean	Platform	Q3 '99
Harvest Moon 64	Natsume	RPG	Q3 '99
Hercules: The Legendary...	Titus	Action	Q3 '99
NFL Blitz '99	Midway	Sports	Q3 '99
Quest For Camelot	Titus	Adventure	Q3 '99
WWF: Attitude	Acclaim	Sports	Q3 '99
Xena: Warrior Princess	Titus	Action	Q3 '99
40 Winks	GT Interactive	Platform	Q4 '99
Asteroids 64	Crave	Action	Q4 '99
B.A.S.S Fishing	THQ	Simulation	Q4 '99
Battlezone 64	Crave	Action	Q4 '99
Blues Brothers 2000	Titus	Platform	Q4 '99
Daikatana 64	Ion Storm	Action	Q4 '99
Deer Hunter	Microware	Simulation	Q4 '99
F-18 Super Hornet	Titus	Flight Sim.	Q4 '99
Jeff Gordon Racing	ASC Games	Racing	Q4 '99
NomenQuest	THQ	RPG	Q4 '99
Nuclear Strike	THQ	Action	Q4 '99
Paperboy 64	Midway	Action	Q4 '99
Perfect Dark	Rare	Action	Q4 '99
Road Rash 3D	THQ	Racing	Q4 '99
Spy Hunter: Millenium	Midway	Racing	Q4 '99
Thornado	Factor 5	Action	Q4 '99
Xena Fighter	Titus	Fighting	Q4 '99
Assault	Midway	Action	TBA '99
Attack!	DMA Design	Action	TBA '99
Banjo-Tooie	Nintendo	Platform	TBA '99
Command & Conquer 3D	Electronic Arts	Strategy	TBA '99
Contra Spirits	Konami	Action	TBA '99
Destruction Derby 64	Psygnosis	Racing	TBA '99
Earthbound 64	Nintendo	RPG	TBA '99
First Samurai 64	Vivid Image	Action	TBA '99
Jest	Ocean	Platform	TBA '99
Jet Force Gemini	Rare	Action	TBA '99
Lode Runner 64	Big Bang	Puzzle	TBA '99
Montezuma's Return	Utopia Tech.	Platform	TBA '99
Ogre Battle 3	Quest	Strategy/RPG	TBA '99
Pitfall 64	Activision	Platform	TBA '99
Space Invaders 64	Activision	Action	TBA '99
StarCraft 64	Nintendo	Strategy	TBA '99
Super Mario RPG 2	Nintendo	RPG	TBA '99
Tetris 64	Nintendo	Puzzle	TBA '99
WCW Wrestling	EA Sports	Sports	TBA '99
Donkey Kong 64	Nintendo	Platform	TBA
Dragon Storm	TBA	Action	TBA
Fire Emblem 64	Nintendo	Strategy	TBA
Kirby 64	Nintendo	Platform	TBA
Magic Flute	Sunsoft	Platform	TBA
Sim City 64	Nintendo	Simulation	TBA
Super Mario 64 II	Nintendo	Platform	TBA
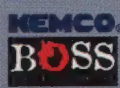
EXISTED.

front mute spin or human corkscrew?

jumps this high normally require parachutes.

the pipe is for stunts that smoke.

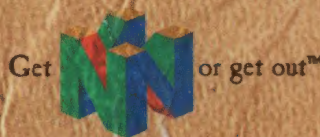air this phat eats huckers for breakfast.

rip the groomers. bust out the aerials. DO THINGS MAN WASN'T MEANT TO DO. It's 8 extreme boarders. 5 radical tracks and stunts that stem from a sickness in the brain.

TWISTED EDGE eXtreme snowboarding™

there ain't no coming back.
there ain't no coming
back. there ain't no coming back. there
ain't no coming back.

Potatoes of couch, Prepare ye for a mashing.

THE LEGEND OF ZELDA
OCARINA OF TIME

The most anticipated game of all time cometh to Nintendo 64. Use thy wits in 360 degrees. Or be torn to bits in 360 degrees.

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Zelda. Have ye what it takes?